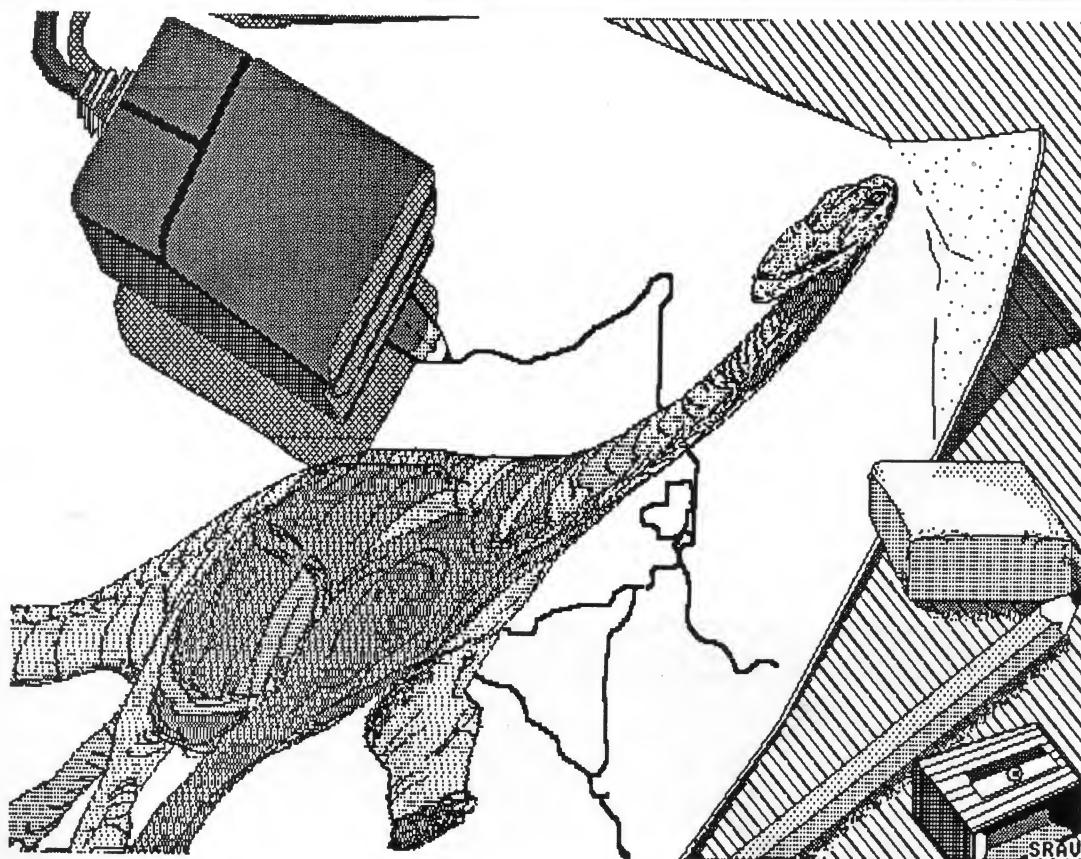




YOUR ATARI  
INTERFACE

VOL 3 NO. 10  
Nov. 1988



## THE FUTURE OF SHAREWARE PROGRAMS FOR WHICH NO ONE WANTS TO PAY

### Also In This Issue

SPAT & GRAPHIC UTILITIES FROM IRATA VERLAG

HOW TO RUN A SOFTWARE COMPANY

REVIEWS OF PRIME TIME, LEADER BOARD,  
MEAN-18, MAIL ORDER MONSTERS,  
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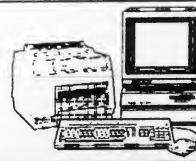
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# MAM this Month

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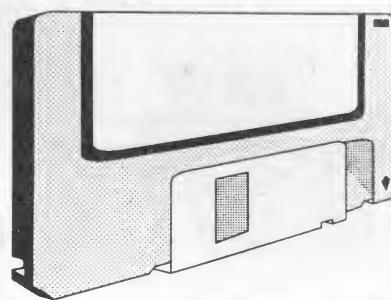
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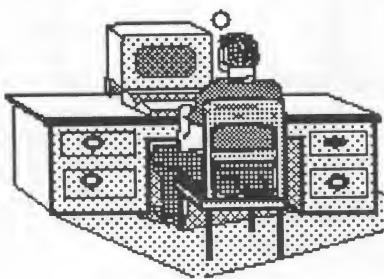


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SPAT from Irata Verlag 10



Mail Order Monsters 12



## Editorial Ramblings

Greeting from us for another month. The holiday season is approaching, and soon it will be another year! Where did this one go?

This issue was composed using Timeworks' Publisher ST. You've probably noticed the change already. We're going to be using Publisher ST until Publishing Partner Professional (now known as PageStream) is finished and workable. We welcome your comments on this "new" look of the magazine.

This has been a learning experience, since we got used to the idiosyncrasies of Publishing Partner. But, since Timeworks gives such a nicer printed output, we decided to change programs. An excellent example of the output you can get with Publisher ST is the new look of ST X-Press.

We have received favorable comments about last issue's range of advertisements. We are contacting developers in the hopes they advertise to give you the largest selection of products available for the Atari computer line. Also, a fact of life in the printing industry is, the more ads we can put in the magazine, the less the costs are to the clubs and subscribers. We ask your help in making sure you tell advertisers you saw their ad in MAM when you contact them for information. They need to know this information so they know the ads in MAM are effective and continue to place them.

Until next month,

Bill & Pattie Rayl

### People Who Make It All Possible

Managing Editor: Patricia Snyder-Rayl

Editor: Bill Rayl

Art Work: Steve Volker

Contributors: Allen Bargen, Scott Dzienis,

Brent Fisher, Steve Mileski, Don Neff,

Bethany Rayl, Bob Retelle, Richard Schrader,

Gordon Totty, Jim Tuma, Donavan Vicha

and all the participating clubs.

### What We Are

The Michigan Atari Magazine is a monthly magazine which also serves as the official newsletter of several independent Atari User Groups and is not affiliated with Atari Corp. in any way. MAM is published by Unicorn Publications, 3487 Braeburn Circle, Ann Arbor, MI 48108. For advertising information, please call (313) 973-8825.

Authors: When submitting articles, please provide both printed and magnetic form when possible. Atari Writer/ST Writer or ASCII preferred. Submissions may be uploaded to the Treasure CheST BBS, (313) 973-9137 (3/12/2400 baud). Deadline is the 17th of each month for inclusion in the following month's issue.

### Subscription Information

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MAM is produced with a modified 520 STfm, Timeworks' Publisher ST, and a Hewlett Packard LaserJet Series II printer.

# From the Reader's

# Viewpoint



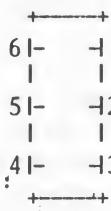
## Drive Select Switch Update

Dear Editor,

This is in reference to Don Neff's "Easy Hacking 1050 Drive Select Switch" in September '88 issue of MAM. In the article, it was stated you could "...assign it as Drive 1, 2 or 3...". When in reality, the way the drive circuit board was designed, the switch set-up produces drives 1, 2, and 4.

To have true 1, 2, and 3 drive switching, you'll have to make some changes... start by using a different switch, use switch #276-664 (Radio Shack), which is a DPDT switch. Also you'll need a total of five pieces of wire, three of them at 15 inches, and the other two at 2 inches each. Everything else is the same as Mr. Neff's article.

When looking at the back of the switch (pins towards you) you'll see six pins, starting at the upper right corner, number them clock-wise, 1 through 6, with 6 at the upper left (see below).



Now comes the fun part, wiring. I'll try to explain this as best I can. Using Don Neff's diagram and the above diagram, solder one end of a long wire to the circuit board at location A and the other end to the switch at pin 2. Using a short wire, solder it to pin 2 also, and the other end to pin number 5. Take the second long wire, and solder one end to the circuit board at location B, and the other

end to the switch at pin 6. Use the second (and last) short wire and solder it too at switch pin number 6, and solder the other end to switch pin 4. Still with me? Good, almost done. Take the last piece of wire (it's long if you're lucky) and solder it to the circuit board location C and the other end to switch pin 1. That's it for the soldering.

You may install the switch where ever you want, but the front is the most reasonable location, after all, the purpose of the switch is so you don't have to TRY to change drives with your eyes closed and reaching around to the back with your BIC pen or toothpick. When installing the switch, keep pins 1 and 6 at the top (or the only empty pin on the bottom) and you'll have drive 1 in the middle, drive 2 when the switch is up, and drive 3 when the switch is down.

Don, you have a good article, keep up the good work! Thanks! I almost forgot, as Don had said, make sure that you set the black and white drive select switches to the position for drive 1. That is VERY important!

Craig Schaff (CACE)

## Join Us or We'll Slam You

from MAGIC

In an article called Atari News and Comment in the September Michigan Atari Magazine (MAM), editor Bill Ray blasted a nonparticipating local Michigan Atari users group for policies not in tune to MAM's liking.

MAGIC, the eastern Michigan Atari users group who has steadfastly refused to join the MAM consortium, was sharply condemned for charging "50 cents to \$1

admission" to attend a special meeting hosting Atari execs.

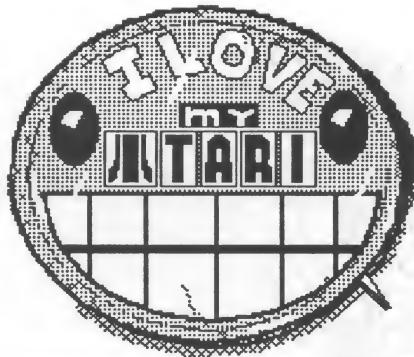
"I was strongly misquoted by Mr. Rayl," says Sourcerer's Apprentice Editor Mike Lechkun. "I went out of my way to call Bill Rayl long distance to share and report this bit of local Atari news. I was shocked to see it turned into a negative slam against us (MAGIC)."

"I told his wife (and MAM co-editor) Pattie that MAGIC was asking for a donation to help defray costs of starting up another Atari Fest effort [as well as to pay for the increase in space needed for the meeting]. It seems to me," commented Mike, "that MAM is allowed to rake in money for its own ventures, but others trying to serve the Atari community are, in their words, 'tasteless'."

Mike concluded that he'd "be more than happy to make a donation in the Rayls' name if they couldn't cough up a couple of bucks!"

It was MAM, over a year ago, who slammed then-nonparticipating club MACE when they proposed charging nonmembers to attend the monthly meetings. MACE was (and is) losing money rapidly by providing services to nonmembers who were sponging off the group. Because of the article, MACE was embarrassed into changing their newly adopted policy.

The members of MAGIC have always felt that a user group's newsletter helps to define and add personality and individuality to the club. The newsletter is the club's identity to the outside world. It is a shame that MAM feels that their viewpoint is the only valid one in Michigan, and that any other club's views are "considered extremely bad taste."



## Atari News and Comment

### News Analysis by Bill Rayl

#### Presidential Conference

In an on-line conference held on CompuServe, Atari President Sam Tramiel answered a few questions concerning Atari's present and future goals. Though the majority of the over 100 attendees of the conference expressed dissatisfaction with the answers (or non-answers depending on who you talk to) Tramiel gave, others felt the conference was a positive sign.

The conference was originally planned for Sept. 27, but was rescheduled due to date conflicts. On October 3, Tramiel had very little concrete things to say, but he did present an overall impression of optimism about Atari's plans to push more in the US market.

According to Tramiel, Atari will begin their US campaign in earnest starting at the Las Vegas COMDEX show (November 14-18). "We are shipping all models in Europe, even the Abaq, to developers. We will start shipping in earnest to the US market in early 1989, including the ST and the line of PC compatibles and our new members of the ST family," Tramiel stated early on in the conference.

Tramiel went even further to say that he hopes Compute will revive their ST-specific magazine "when they see tens of thousands of STs sold MONTHLY in the US." [Emphasis added.]

Other items that were mentioned in the conference include:

Atari has signed a "major deal" with a large DRAM supplier The TT, Atari's

68030-based computer, is in the works, and Tramiel hopes to show it in early '89. Atari is now diverting machines from Europe to the US and shipping them to "our few but loyal ST dealers."

The new TOS ROMS should be available in early '89, dependent upon ROM deliveries. Atari has a computer system set up in Sunnyvale where Service Center employees, dealers and sales reps can discuss problems, etc. Atari is "selling many tens of thousands of the XE/XL line in Europe, the Middle East and Latin America." And we thought the ST was doing well in Europe! Atari IS working on a "portable ST." There is currently a \$50 rebate on the purchase of an XE Game System. Contact Atari Customer Service at (408) 745-2367 for more information.

Near the end of the conference, Tramiel stated, "We plan for Atari to be number two or number three in the world personal computer market, and we hope to make the ST one of the standard machines in the US during 1989."

The conference was originally scheduled to last two hours, but the discussion ended after an hour and 15 minutes when Tramiel said he had to leave. At that time, over 20 questions were still "in the que" waiting to be asked. Tramiel said he would be willing to schedule another conference in the near future.

Though most of what was heard in the conference was "nothing new," according to most, this is the first real contact we've had with Sam Tramiel (or any of Atari's Powers that Be) in a long time.

#### Neil Harris Leaves Atari

As many of you have already heard, Neil Harris has resigned from Atari and is now Director of Product Development at

GENie. Harris was the spokesperson for and on-line presence of Atari for the past few years, and his leaving has sparked a lot of commentary.

Harris has not given any specifics as to why he left Atari, other than to say it was for "personal reasons," and to state his leaving should in no way be interpreted to mean he and Atari parted company on less than friendly terms. In the October 3 conference, Sam Tramiel said, "I wish Neil a lot of success in his new job. It was a pleasure to work with him over the years that I have known him."

#### CompuServe Changes

The Atari ST and Atari Developers Forums on CompuServe recently got a big face lift. The areas are now named Atari Arts and Entertainment and Atari Productivity. All the previous files available for download in the old areas have been ported to the new areas, and the message topics have been re-started. As a side benefit of the changes, the message bases can now contain more messages before old messages are deleted to make room for the new.

#### Enter PageStream

By the time you read this, SoftLogik Publishing may have begun shipping the "final" version of their new Desktop Publishing software! According to Vice President of Sales and Marketing, Brian Sarazin, the US version is done and the manual is due back from the printer soon. Now called PageStream, the program offers a full-featured publishing package delivering excellent output even on dot matrix printers. [Ed: See the PageStream ad elsewhere in this issue and judge for yourself!]

If this "final" release version fulfills the promises of power and flexibility the "beta" version only hinted at, then PageStream will be a big hit and may regain some of the ground lost to Timeworks Desktop Publisher ST.

### ST Magazines -- Ups and Downs

ST Applications, a "programming oriented" magazine for the 16bit Atari, has ceased publication, bringing the ST publication casualty number up to two (Compute's ST being the other).

On a brighter side, ST X-press made a stunning "comeback." After being absent from the stands since last April, the magazine has been reorganized and has a new, and in my opinion much improved, style. Check out this month's issue at your local dealer (if you have one, that is!).

### Atari in Sears?

Reports have been surfacing that Atari has signed a number of large chain stores to begin carrying Atari equipment. The impressive list of stores includes Sears, Montgomery Ward, ACE Hardware and Tru Value Hardware. As of this writing, no one at Atari has commented officially on the subject. A couple of sources have stated that the deals involve the 2600/7800, XEGS and possibly the 8bit lines. If true, this may cause the few 8bit Atari dealers still out there to drop the 8bits, but it should be encouraging for many who have no 8bit Atari dealers in their area.

Until next month...

## Items Back in Stock!

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 Atari RX8029 Real Sports Football \$16.50

## MORE ATARI GOODIES

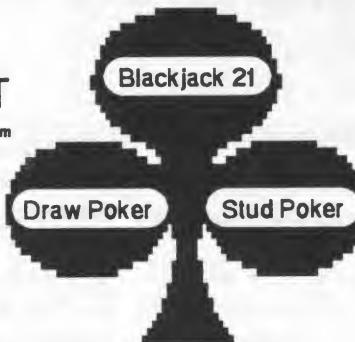
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# ASTI Talks about -- Shareware and its Future

---

by ASTI (GLASS)

---

Okay, aSTarians, you are now getting comfortable with your ST and have fine-tuned its operation with several utilities (haven't you?) including some of the utility Shareware programs. Your satisfaction with the Shareware programs is proven by the very fact that you are still using them. But, have you given any thought as to the source of those programs? Before going on to tell you of some of my favorites and their uses, I want you to read the following letter.....

Charles F. Johnson  
P.O. Box 1250  
Pacific Palisades, CA. 90272  
Re: DESK MANAGER Vers. 2.1, Rev.  
5/11/88  
Dear Mr. Johnson,

Well, you did it again! I'm talking about Desk Manager, of course. As a member of the GLASS user group of TROY, Mich., I have been aware of some of your other fine programs and donated to them through the GLASS Shareware Recognition program. After getting Desk Manager and using it only for a short while, I decided to send you \$15 for it on my own. Thank you for another fine utility program.

May I suggest just one small enhancement that would round-out this boot-up program? How about a time/date setting function that could be optioned out? Although I do have a clock/calendar, DeskCart, there are times I don't wish to use it. Also, there are many others that don't even have that enhancement. This would give your program all

of the features of Super Boot, and it is smaller, runs faster, and (in my opinion) a more comfortable environment.

I have heard rumors of your moving to programming in the MS/DOS PC world, can this be true? Doubtless you are very capable and will be successful, but the Atari ST world would be losing one of the few truly fine programmers we have. I am aware of your frustration with the meager revenues from your Shareware, but we in aSTari land are doing our best to promote it and the follow-through of the donations. Perhaps you would reconsider if future revenues increased?

In closing, I would like to inform you that this letter will be sent to the Michigan Atari Magazine, ST-Informer, and the GLASS Newsletter, for publication within an article to promote contributions to good Shareware. A response to this letter would be appreciated, informing us of what your future plans are. Give us a chance to show our appreciation for your talents and efforts.

Thank you,  
Steve Mileski

...if you will notice the last paragraph, an author of several pieces of *good* Shareware may no longer be writing for us because of our selfishness or procrastination in sending in our donations. I am as guilty as the next person. But on the thought of losing a programmer as astute as Chas Johnson, author of Desk Manager, DSlide, and PicSW7, I've decided it's time to change my ways. Today I'm sitting at my word-processor and composing letters of thanks, and checks, for the Shareware programs that I use and love. Don't you think it's about time you did also?

For those of you who are unaware of the good programs to be had, I humbly submit a small sampling of some of my favorites from past and present. My apologies to the authors of programs I forgot or am not aware of, and for any errors or omissions that may follow.

By Charles F. Johnson — Desk Manager, a program, that at boot-up from an auto folder, allows you to a) select which resolution (low or medium) to boot-up in and match the selected Desktop.Inf files for all three resolutions, b) select which auto folder programs you wish to run c) select which desk accessories you want loaded, and 4) display a picture on the desktop while loading.

By John Brochu — Dslide, a program that allows viewing of pictures of many formats including Degas, Degas Elite, NEOChrome, Tiny, and Spectrum, for varying periods of time.

PICSW7 is another picture viewing program that also lets you actually change the format of the picture.

By George R. Woodside — Turtle, a hard-drive back-up program that does a very fast back-up thanks to four included ram-disks, for single-sided, double-sided, and twistered formats of each.

By Chris Latham — (also the author of Universal Item Selector, a very reasonably priced — \$19.95 — file selector replacement) Alarm Clock is a desktop accessory that allows the time to be shown (or not shown) in the upper right hand corner. It also has a calendar and alarm clock to remind you of appointment or just tell you when it's time to turn off the computer and go to bed!

SI-Ram is a combination Print Spooler and Ram Disk, both are removable.

By J.A. Wrotniak — AW\_PRINT is a

text file print queuing program that lets you print text files and puts in an end-of-page break so the printout does not print over the paper perforations. You can even have it print a header including file name, date, and page number.

By Joe Andrews — SANDP (for Still Another News Disk Program) is a great disk newsletter program with many great features. This is the program that GLASS user group uses because it is one of the best!

By F. Gregory Schneller — WORD400 is a desk accessory word processor with more features than you can imagine including SetDate/Time, alarm clock/calendar, block functions, and built-in HELP screen.

By Kyle Cordes — Mouse\_Dbl, when run, makes your mouse cursor move twice as fast so you don't have to move your mouse as far. Effective only in medium and high resolutions. Note: not compatible with Word Perfect.

By Mike Yokem — Scrn\_Sav desk accessory allows you to blank out your screen to save from screen 'burn-in' so you can go to supper and leave your computer turned on.

By Tim Purvis — DiskFree cuts the hard-drive 'SHOW INFO' access time by about 400% when you want to know how much room you have left on a partition.

Well, these are just a few of my favorites. If you like and use a public domain or shareware program, please think of the programmers, and send them a few dollars for their efforts. [Ed: Steve has asked us to clarify Charles Johnson is not leaving the ST for the IBM world; Steve mistook him with Tom Hudson.]

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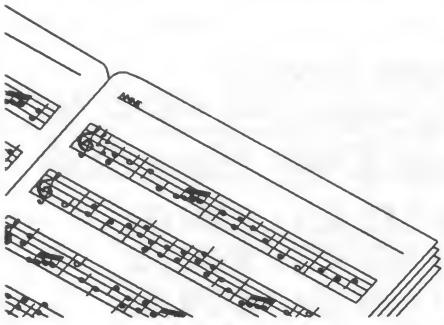
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## How to Run a Software Company

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by Richard Schrader (WAUG)

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This is about MIDISoft Corporation, a company in Bellevue, Washington that makes a MIDI music sequencer program just for the ST. If you're not into MIDI, don't turn the page because this is also a story about service, a concept that seems to be unfamiliar to many other companies.

I got a flyer in the mail almost 3 years ago about this sequencing program I never heard of called MIDIssoft Studio. It seemed to have some nice capabilities, but for \$99 I wasn't tempted to experiment. But I ended up experimenting anyway. Michtron's SuperConductor was indeed powerful in certain ways, but the user interface always seemed awkward and the "event editor" seemed to leave you to fend for yourself in a sea of MIDI data (as do MOST "event editors" — Every pitch, volume, sound change, MIDI channel of every note in a song can be altered, but there is no way to really tell where you are in the piece.).

Then I tried "the old reliable" Hybrid Arts, who opened Atari up to the MIDI world in the 8bit days. Their "EZ-Track ST" turned out to be *very* limited. You could record, and bump tracks around. Big deal. It turns out the REAL program is MIDITrack ST and costs almost \$300. I paid \$400 in 1983 for their 8bit version with interface. Now it's under \$100! But the MIDImate interface is still nearly \$200, still high for budding Atari 8bit MIDI users.

It was the same story with Dr. T, Sonus, and other established companies. You were expected to spend big "profes-

sional" bucks to get software that did anything! Seeing the situation, I ripped through my files, finally, found the old MIDISoft flyer, and sent in 99 "unprofessional" bucks. Except for an old review in Antic, I never saw much notice of the company in the music press. "Probably out of business by now anyway," I thought. My scepticism went unvindicated when MIDISoft Studio arrived with many powerful editing features. No bells and whistles, but most of the features I needed to do serious musical work in a friendly, easy to use, interface.

I could cut in on any track at specific measure (or note, with some effort) and remove what I didn't want to hear. It didn't allow for actual looping, but it could direct any specified passage, to *any* location *any* number of times, which was even more powerful! It could record 127 different "program changes" (that is, a change in sound), but only from my synthesizer. Problem! With the 2-digit display on my synth, I could only use 99! Oh well, small matter! I reshuffled my sounds and was soon sequencing away with no problems. Then I thought it was time to transfer my old 8bit files to my ST, but I lost all the channel information when I would play it into MIDISoft.

Still, at the price, it made composing much easier. I spread the word to my user group, but after the demo, I came home and it started crashing! Too close to powerful speaker coils? Who knows?! This is where the service part comes. I called and talked to Vice President of Marketing, Marsha Murry. Get this, she is actually *sympathetic* to my problem. (I pinch myself, I'm still there...) Then, when she can't reach a technician, she *offers* to do something about my problem at *no*

*change*. Reality slips away as I vaguely hear Rod Sterling chanting, "You have just stepped into a strange new world...the Service Zone!" I pull myself together enough to say I'll be happy to send in the original disk so they can fix it in 3 weeks.

The disk arrived back, on time on a blazing hot day, as I was going out the door. "Good!, I'll put on this safe place on the bottom shelf and close the curtain," I think. But in spite of precautions, I come back to find an evil splinter of sunlight falling across the room directly onto the software! The data was corrupted and back it went. Yet it got back into my hot little hands in a week or so, all fixed with no fuss.

The pleasant surprises weren't over. The copy they sent me was updated! The major change being that now "program changes" could be made by mouse! So I got back the other 28 programs. With so much going right I was enthusiastic about step two in the life of a program: prepaying \$25 for version 3.0, Advanced Edition. It was promised by the end of June. As I licked the envelope I thought, "Well, if I get it by the end of summer, I'll be doing all right." This time I was right. It was late — by 2 weeks, arriving with profuse apologies.

The best new feature is the Event Editor, which it didn't have at all before. It is now one of the best you can buy. Any piece of information can be added or altered with great ease and speed with the mouse. Best yet, you can play or step through the song *hearing* and *seeing* exactly where you are! There is also extended velocity editing. That is, you can change the volume of any voice by any number or percentage in any section, or

choose to change it over a given period of time! Another feature is that several channels can be put onto one track, and then extracted again. Now I have no trouble porting over my old 8bit files. This has applications in working with other sequencers.

Another interesting feature is that you can access and run a different program and then go back to music without leaving MIDISoft or going to the desktop.

Unfortunately, file compatibility with Activision's Music Studio and other programs was not achieved, as promised. There is an industry effort to make MIDI song files a universal standard, but apparently this is still being worked on. Instead, they substituted a program to convert their files to Hybrid Arts format. Why would I want that? Probably to use their score printing program (EZScore). Of course, this also produced profuse apologies, and a promise that when compatibility comes through, they'll send it, if you want.

They also apologized for introducing copy protection, sort of. Backups can be made, using the original for a key. Then they say, if you don't like that, they'll send an unprotected version!

Although this version has had a few problems, for the price (\$150), it actually outperforms software that costs more than twice as much. I don't see reviews of it in the trade papers, and they don't advertise. Could there be a relationship between all three things: low price, no advertising, no reviews? I can recommend MIDISoft Advanced Edition to any MIDI user needing professional performance.

MIDISoft Corporation, PO Box 1000, Bellevue, WA 98009  
(206) 827-0750.

## XF551 Review Update

by Brent Fisher

Last month, I had some negative comments to make about the XF551 disk drive. The two most notable were about subLOGIC's Flight Simulator II and lack of high speed I/O that was supposed to be there.

First, I called subLOGIC. The operator I spoke to said subLOGIC was aware of the problem and that they would be making a decision during the month.

Well, I have to admit I have heard that line before, and I doubt they will do anything to fix the problem. My suggestion is to have as many people call subLOGIC as possible until they fix the problem. The toll-free number for subLOGIC is 1-800-637-4983. If you would prefer to write to them, they can be reached at subLOGIC Corporation, 713 Edgebrook Dr., Champaign, IL 61820.

The lack of high speed I/O has been temporarily solved by a modification to SpartaDOS called XF3.2d. This version of SpartaDOS will give you high speed I/O, but not with the ultra skew, which means that if you have a US Doubler 1050, you won't be able to access the high speed I/O on that drive. It is rumored that ICD is coming out with SpartaDOS 4.0 that will give high speed I/O to the Doubler drives and also Indus drives.

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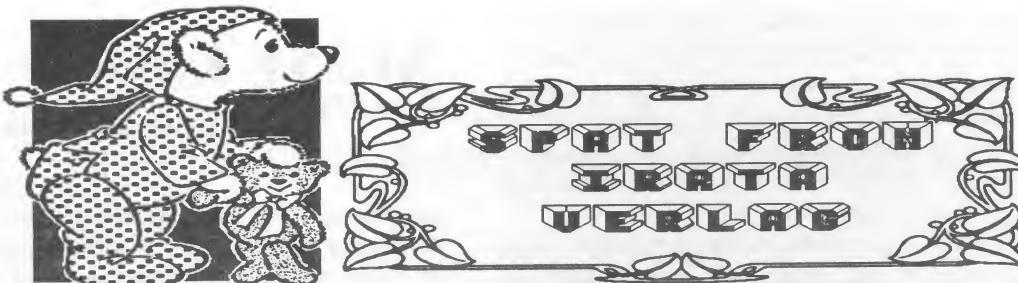
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by Patricia Snyder-Rayl

Irata Verlag's SPAT program is a desktop presentation/drawing program originally written to accompany the Silver Reed thermal copier that has been modified to work as a 200 dpi scanner-printer on the ST. Irata Verlag (a German-based company) has since added printer drivers for Epson (and Compatibles) and Panasonic printers.

Since I didn't have one of the scanners, I couldn't test that part of the program, but samples from Irata Verlag show the scanner is very good and the price of \$800 is unbeatable! [Ed: *The SPAT program is free if you purchase the scanner.*] I was able to test out the 9-pin capability, and was impressed with the quality on a 9-pin Panasonic. One drawback for me was the lack of a laser printer driver, but your creations can be saved as Degas or IMG pictures, and then printed using a laser — as was done with this article's graphics.

SPAT is composed of five "rooms," one each for graphics, scanner, text, layout and printing. When you first boot the program, you're presented with five doors that each lead to one of the rooms. In each room, you have a number of icons displayed on the right side of your screen. The rest of the screen contains your work area. You can exit the room you're presently in by clicking on the door icon or by typing the first letter of the room you want to go to. The latter method saves time, allowing you to jump from one area to another with a single key-stroke.

In the text room, you have a choice

of different styles, such as italic, bold, tall or short. If you purchase Font Albums from Irata Verlag, you have a number of different fonts, but these all had German names, making font choices a guessing game at first! I suggest printing a sample of each font and renaming the fonts for future reference. The variation on the fonts is well done; everything from an Old English font to a modern 3D font (shown in the article title above).

Typing in text works similar to Degas and other paint programs. You chose the font you want, a "typing box" appears and you place the box on the page. Then you can type anything you wish, but the



### Literally THOUSANDS of pictures in IRATA VERLAG'S ALBUM DISKS...

text doesn't automatically word-wrap at line end, and the text doesn't scroll downward when you try to type below your work area. You have to exit text mode, select the page icon and move the small box that represents your work area to the area in which you wish to continue typing.

Then, if you wish to continue in the same font, go to the Special font selection, tell the program you don't want another font and get the typing box back again. This can get a little tedious if you

have to do it many times. You do have full cursor control though, which makes editing easy. The text is always in "type-over" mode, so you need to be careful when deleting or spacing over text.

The layout room is where you import your graphics. This program imports only Degas, IMG and Irata Verlag's scanner pictures. However, the program has a number of available picture "Albums," anything from Print Shop style icons to actual IMG scans. If you have a picture you want to use, but it's not in the right format, you can use the Pic Reader program from Irata Verlag. You can also use the Pic Reader to convert IMG to Degas format.

You can place your Degas or Album pictures anywhere on the page you'd like. However, with IMG pictures, you can only place them in the upper left corner of your document.

If you want to put a border around the picture or the text or edit a graphic, the graphics room contains icons for drawing circles, boxes and all manner of fill patterns. You can also choose borders from Irata Verlag's Borders album.

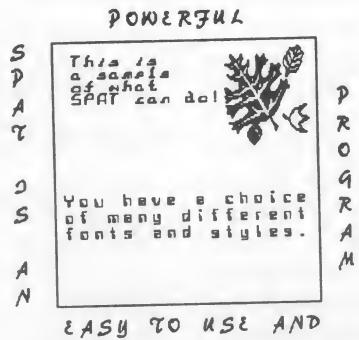
Once the page is set, you're ready to go to the printing room. One nice touch here is the ability to do a test print of the page. This allows you to print a draft version of the page and make any changes before you subject your 9-pin printer to the agony of a final quad-density print.

The various graphics used in this review were composed with SPAT in a very short time after just one sitting with the program. The documentation says the program was originally given to several people with no documentation to see just how easy it was to use. Irata Verlag made some refinements based on the comments

of those people. You don't have to worry about documentation though! The program comes with a doc file on disk, which you can print out. [Ed: At the time of this review, the printed documentation was not available.]

There are many nice touches to the program, including an "OOPS" icon! This allows you to undo the last thing you did, which I found came in VERY handy! Another nice touch is a bar graph pictorial of the free memory left in your computer. You run into trouble if you run out of memory, and this graph shows you how close or far you are from that. You can place many pictures on the page, but you should delete unwanted pictures, since they eat memory like candy.

I would recommend this program to the person who doesn't have need of a full-blown desktop publishing package. SPAT is excellent for creating flyers, advertisements, invitations, certificates or other similar uses. If you do have a desktop publishing package, SPAT would make a good companion program for creating headlines and artwork. SPAT is only \$39.95 alone, or \$50 with the Pic Reader program, and requires a monochrome monitor and 1meg of internal memory.



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# Mail Order Monsters

by Brent Fisher (CACE)

Hey, all you action/adventure, D&D, and shoot 'em up 8bit fans, have I got a game for you! This is also a game for those of you who like construction sets, since you get to build your own monsters. But you should like some of the other game types that I mentioned above.

Once the first side of the disk is loaded, you are given a short demonstration of what you will be doing later as you go along. The first screen also gives you the option of choosing whether you will be playing a one or two player game or which level you will be playing on — Beginner, Intermediate, or Tournament level. You will then be told your catalog is in the mail as the disk loads in the next portion of the game, so you can select your monster.

This is where you start to have some fun. You've got a choice of twelve different monsters to choose from. Each of these monsters has different traits and enhancements they come with in the Beginner level (in the other two levels you have the pleasure or displeasure of buying and paying for your extra enhancements and traits). Once you have chosen which monster you will be using, you get to give it a name, and, of course, flip the disk so that you can get down to battle. I suggest you read the manual before you go into battle. Of course you can always hit the space bar to pause, so that you can do so. After you have either trashed your opponent or he has done the same to you, you are taken to the winner's stand so you or your enemy can be congratulated. Then you have the choice

of whether you would like to have another battle, if so you also have a choice of a new opponent. If you decide that one battle with your chosen monster is enough, then you can go back and get another. After a few fights, I would recommend the player go back and try out as many monsters as you have the patience for, since by knowing which you like best you will have a better idea of the monsters you would like to buy.

After you have had enough of the Beginner level, you can go on to the Intermediate level of play. In this level you get to not only choose your own monster, but you also get to choose what weapons, traits, and extras that you would like your monster to have. In this level, your opponent will be harder to defeat and you will have to work on strategy to defeat your opponent.

In Tournament play (this is what you have been striving for all along, isn't it?), everything becomes tougher, but the rewards are greater. Here your monster can be killed and never seen or heard from again, or you can defeat your opponent and get rich enough to buy more, stronger, and better-equipped monsters.

This game has a pleasant surprise for you two-drive owners. It allows you to put your owner disk (which you create when you start the Tournament level) in drive two which helps to cut down on drive swaps and disk access time. This also brings us to one of the game's weak points. This program takes awhile to load, though I doubt it's anywhere near the time it takes Commodore users. Also, the computer's monsters get tougher as yours do. It seemed to me that they got tougher than I did, but it sure does keep the game lively.

For those of you who own Basic XL or XE, a friend of mine programmed an editor that allows you to change your monster's qualities and your owner information. The only catch is you have to win a battle against an opponent for these changes to become incorporated into your monster. If you are interested in this program, I can be contacted at: Brent Fisher, c/o C.A.C.E., P.O. Box 6161, Jackson, MI 49204. Make sure you put something about Mail Order Monster Editor on the envelope.

Oh, one other thing, this is not just a plain shoot 'em up game. You will also need strategy to defeat your opponents in the higher levels. If you enjoy a good challenge and have a joystick that won't come apart in your hands, then you will enjoy this game.

Mail Order Monsters, Electronic Arts, Retail price: \$14.95

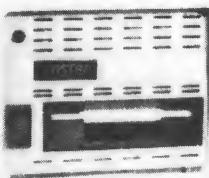
## Notice To All User Group Members

The Great Lakes Atari ST Support (GLASS) would like to extend an invitation to you to attend a free evening of entertainment. On December 1, 1988 at 6:30 p.m. until 9 p.m. we invite you to play MIDI-Maze with us at Athens High School in room 1528. There is no charge, but we do ask that you reserve a guest spot (due to limited room) in advance. Reservations can be made by calling Steve Mileski, at 828-1653 after 4 p.m. weekdays or on weekends. Note to GLASS members... It would be helpful if you also would R.S.V.P.

What is MIDI-Maze? Just sixteen STs hooked up by MIDI cables, with a player piloting a "Happy Face" through a maze, attempting to shoot the other fifteen players. There will be small prizes awarded to the survivors of rounds, including the MIDI-Maze game software, donated by Rite-Way Computers of Warren (thanks Ron Keller!).

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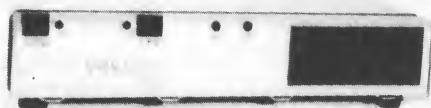
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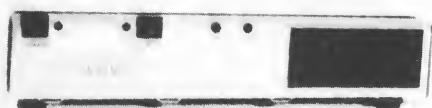
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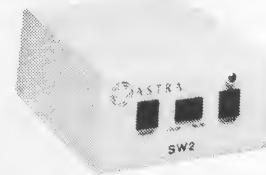
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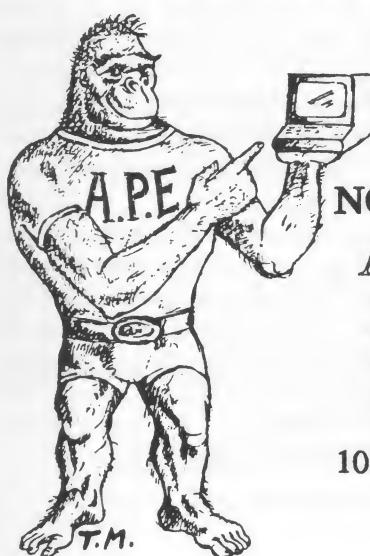
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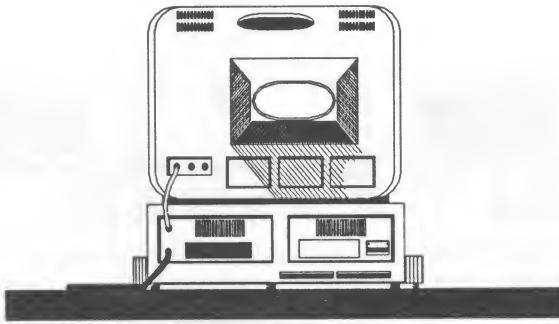
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---

by Gordon Totty (MACE)

---

Couch Potatoes of the world unite! Throw off the shackles of torpor and apathy (you know this as "T&A") to spring into action and dazzle spouse and family. You'll show them you're not dead as you amble over to your computer, boot up Prime Time, settle into your computer chair, and stare at the monitor for a pleasant break from TV. By golly, if they observe you closely, they may see your mouse finger twitch now and again.

At last, a game for the living dead of the mid-20th century, the tele-zombies. Yes, Prime Time could well be the game for you ... and you ... and you over there!

You have always known you could program the networks better than those New York and Los Angeles air-heads, haven't you? Now, you can prove it, baby, and never have to be more than a few feet away from your only true, loyal, and non-critical companion, the tube.

The tube, the tube, my kingdom is the tube! Pity the poor lady who suffered from terror and angst (yes, the dreaded "T&A" syndrome, first described in the Western world by Dr. Lenny Bruce) on hearing that she had to have a tubal ligation. She thought that meant no more TV. On hearing the real meaning, she gladly underwent the surgery without anaesthesia so as not to miss Kelly & Co. This demonstrated that the tube can be therapeutic and analgesic (or, as you know it, T&... oh, enough already!). By the way, angst is to a Yuppie what anxiety is to you.

Commercial message: Do you like to play with words, like this miserable, sni-

# Prime Time

veling, wretched writer? Then you, too, may be suffering from the pain and itching of nerdhood. Don't be a nerd! Buy Preparation-X and come up from the hots to be cool, which is a long way to come, baby. Then, you can squeeze the charming in Marble Borough county. Double your pleasure, or double your money back. You pick; your nose knows!

(Dear Lord, what has TV done to me? My teachers always said the electromagnetic leakage would fry my cortex ... were they right?)

The only exception to being near your tube is that you will have to leave the house to go buy this game from First Row Software Publishing, Inc. Actually, you should buy it from United Computer or some other advertiser in the Michigan Atari Magazine. ("Scratches thou the back attached to that entity which pleasurable scrapest thine own." —From the nine commandments of business. I haven't written the other eight yet.) Let the local vendors figure out how they are going to get it from First Row, which is located in King of Prussia, PA, one of two addresses that fascinate me. The other is used by all the rebate and contest companies in the world, which are located in Young America, MN.

Attention! We interrupt this idiotic drivel for an important bulletin. We take you now to Olde America, FL, for an important announcement. Here's the latest poop about an amazing new product breakthrough, pickled, powdered prunes, a powerful purgative, preferred by our President and parades of purple-faced, panting people when they periodically need that extra push to propel a particularly pungent....

(I know why I write this stuff; my

mother botched my toilet training. The important question is, "Why do you read it?" Nothing on TV? If so, I understand. The writer's strike drove me to read a paragraph or two, too, twice. The trouble with alliteration, like punning, is that once you start you cannot stop. With both, better a life of crime; it is less offensive to those around you.)

Prime Time is one of eleven games marketed by First Row for the IBM and compatibles. Of these eleven, it is the only one released for the Atari ST. Nine are available for the Commodore, five for the Amiga, five for the Macintosh, four for the Apple II, one for the IBM System 2, and none for the XL/XE. Kind of sad, isn't it?

The premise of the game is that all three major networks (SBC, ANT, and NBS) have fired their programming executives. You, and up to two friends, can be hired to take their places. If you opt to play alone, the program assigns Fred Silverfish to be the new program executive for each of the other two networks.

You can move shows around in the schedule, drop shows, buy new ones, develop new ones yourself, bid for major specials, push selected shows with extra advertising, and "do lunch." You are expected to watch your budget, follow the entertainment news as reported in a trade paper, study trends and ratings, and beat the competition.

Your network earns money from advertising, which is influenced by your ratings. You decide to spend money to help the ratings, buying, developing, or pushing shows. The game is played for an imaginary year, one month at a time. At the end of the year, the player with the highest amount of money wins.

A tip to the player is to watch your money, but not too closely. The first time I played this, I earned the highest ratings. In one month, ten of the top twelve rated shows were mine. I was on a roll! It cost a lot. I lost. The next time I played, I watched the money very carefully. Too carefully. I lost again, by a bigger margin and with terrible ratings.

This game requires care and attention to detail to be successful. It seems to embody a pretty good business simulation underneath the surface humor. "Real world" entrepreneurs who are too extravagant lose. The same fate occurs when the business is run in an overly restricted manner. Spend money to make money, but wisely and where it counts most.

A lot of effort has been exerted on this game to make it humorous. The box includes a contract for you to sign. It begins, "Between You, Sweetie-Baby, and Us -- Big TV Network Hey, Herewith, witnesseth my manicured hand, ...." I didn't think it was funny, but maybe you will.

The game includes 150 programs and 15 specials. You can use your money to develop more, if you wish. Each time you start the game over, it selects about half of these shows for use, so the game has the advantage of playing differently each time you run it. A few of these are listed below, for you to see what you work with in Prime Time.

- ◆ *Love That Blob!* Extraterrestrial lands on earth, buys green leisure suit, and looks for babes.

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- ◆ *Recovery Room* What happens AFTER the big surgery. See all the drama of tubes being removed.
- ◆ *T.G.I.F. Thank God It's February!* Oprah & Phil make fools of themselves.

If you can stand it, there are only 145 more of these blurbs in the game. Additionally, you are given the category of each show (e.g., comedy, drama, game show, etc.) and a rating for sex and a separate rating for violence.

During the game, you are presented with some rather complex and large listings, including a television guide for the week and a listing of about 70 shows and their ratings. Some of these materials are color coded by network, which helps. You should remember to note the color code used for your network shown on the initialization screen. There is no warning to do this in the manual, but it helps.

Having mentioned the manual, let me comment more fully on it. It is 19 pages long and reasonably clear. One annoying problem with it is that a terrible job was done in laying it out. There are labels misaligned from values they describe, and extra spacing thrown in between words in a willy-nilly fashion. This was not done for right-justification; the thing is printed with a ragged right margin. You could call this a small problem, but I wager

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that if you have ever played around with desk top publishing you will find this to be distracting as you read.

More annoying, more distracting for me, is the inclusion in the manual of over 20 mistakes in spelling, punctuation, grammar, etc. What is the world coming to? (Mrs. Scanlon asked me that in eighth grade, long, long ago. I still don't know, but I have started to talk like Mrs. Scanlon.) A magazine editor recently sent me a four page letter detailing how important spelling is, among other things, and he had several errors in his own document!

He told me that my hard work would be "appriiated" before going on to note that, "Spelling is awful. This must stop. You are responsible for spellchecking (sic) your document. Errors are often missed and find there way to publication. A magazine can die due to these errors." (Emphasis added.) Amen. A spell checker will *not* catch the misuse of "there" for "their," but if he used one, it sure let "appriiated" get by.

Spell checkers are not proofreaders. The manual that comes with Prime Time was either not proofread, or done so in a slipshod manner. Nor was the document spell checked. Lack of quality in written material bothers me. End of sermon.

Last comment on the manual: It betrays a British origin for the game as it includes the following words: pub, programme, amongst, and surprized. I read all the fine print, but could find no reference to any firm other than the one from King of Prussia, PA.

Let's get back to the game. There are two factors built into this game that will keep you from becoming a super player too quickly and tossing it aside from boredom. First, in the crucial part of the decision making, you are timed. You must get all of your decisions made and executed within five minutes, or get severely penalized. The instructions point out that "time is money!" Second, randomness is involved. Viewer trends and tastes can be randomly affected. Other random factors include what can happen to you when you "do lunch." You may get a financial windfall or a penalty.

One thing that I wish they had done differently is to have created two computer player figures. The game uses Fred Silverfish for both networks that you play against. With 32K more, which they probably didn't have room for, they could have included a different name and face for the third network player. During the game, the face appears to relate to you, cartoon balloon fashion, what each of the competitor networks have done for the coming month. If you are studying them closely (I haven't yet), you might get confused by the same face.

I liked the use of sound in this game. There is not a lot, but you will be surprised by a voice now and then.

In the main part of the game, you are shown a desk top, with some papers, a telephone index, and phone. Also, a door leads to "Programming" and another is marked "Exit." You see a light switch, clock, and calendar on the wall. All of these can be used by pointing and clicking. This interface works very well.

Now we are at the time in the program where I tell you what

I think about the game, overall. I like it. It includes strategy, but is not as fearlessly complicated as, say, Dungeon Master. There are no puzzles to solve. It will not make you tense up and sweat. There is no arcade action. It is different.

Is it worth its price? The answer to that is highly dependent on the individual. Obviously, I do not think it is one of the really great games of all time, such that I can give it an unqualified endorsement. Let me see if I can put it into a possibly helpful frame of reference for you.

I like it better than Bubble Ghost, President Elect, Balance of Power, and The Hunt for Red October. I like it less than Micro-League Baseball, Flight Simulator II, Dungeon Master, and Shanghai. I know that I would like it less than Earl Weaver Baseball and the Chuck Yeager flight game, but I have to be realistic, don't I? After all, I'm never going to get to play those games on this system. Grrrr.

I hope that helped you to decide for yourself.

The disk comes wrapped and sealed in a software license agreement. Following directions, I read this before opening. It said that I could make one copy of the software for backup purposes. I couldn't. Unless you know something I don't know yet, you won't be able to either. The disk would not copy. The main program file could be copied, but then would not execute. The disk directory includes a folder or file that is shown in shadow outline and cannot be copied.

Frankly, folk at First Row, I don't give a damn if your software is protected or not. I do wish that your instructions could be clear and correct, however, so that I do not waste my precious time.

So, what do you think? Does Prime Time sound like your idea of a good time? Vote early; vote often.

---

Prime Time P.S. The September/October 1988 issue of Atari Explorer has two articles about Prime Time. The first is about Mike Breggar, the designer of Prime Time. It seems he is a podiatrist, as well as a programmer, and he is from Philadelphia. So much for my speculation of possible British origins of the game.

The second article is a review. The Atari Explorer reviewer liked this more than I did. On a scale of ten, it received ratings of 8 for ease of learning, 9 for challenge, 7 for graphics, 10 for documentation, and 9 overall. While I must say that I liked Prime Time, these ratings appear a bit generous to me.

The game is easy to learn, and merits the 8 rating for this factor. I am one of the poorest game players around, and I do not rate the challenge at 9. It would seem more like 7 or 8 to me. For graphics, 6 might be more appropriate. There are few pictures, and little animation. As for documentation, the game is easy to learn, so the documentation would have to be terrible to get a low score. Given the errors, I rate it at 6. Overall, I would say 6 or maybe 7.

There you have it: my view, which may be that of a hard marker, and the scores of another who may be an easier grader. I hope this was helpful.

# Flying The ST

by Allen P. Bargen

(c)

commentary on the World of Atari ST computers

## A farewell to friends...

"The time has come the Walrus said, to talk of many things..."

With those few words from "The Walrus and the Carpenter", I must tell you that this will be my final column for the MAM newsletter.

I shall soon be leaving the Windsor area and will move to Toronto Ontario Canada to assume new responsibilities with my company.

Moving is always exciting and this one is no different. It has been ten years plus, since I moved to Windsor Ontario. During those years it has been my very great priveledge to have met many wondful people. Certainly those whom I call friends will be sorely missed, and that is the downside of leaving.

Writing for MACE and MAM has always been a challenge looked forward to with anticipation and much energy. Being a long - long time Atari supporter has taught me that the greatest source of information and education is via these very means. I won't presume that anything I have written could ever be described as educational. Informative hopefully, and as timely as publishing deadlines will allow.

The need to ask people to contribute articles to publications such as this one is as urgent now as it ever was. Consider the lost soul, new computer at hand and a myriad of questions that beg answers. You and I have lived through most of these problems. It should be no real difficulty to provide your experiences to others by means of a few written

Submitted on behalf of MACE

words. This is your opportunity to do so.

.....True  
*Friends are the hardest to leave behind....*

I hope that my leaving will not cause me to sever the many friendships that I have made, and will try to make sure that does not happen. I shall miss these golden opportunities to offer rhetoric to you, and with any luck, will still be able to write from time to time as circumstances permit. Toronto isn't that far away after all.

To all my many friends in MACE .. I wish you the greatest successes and continued good fortune. MACE has seen some tough times, and it is only through the dedication and dogged determination of a select few that the club continues on.

There is no reward in the work and sweat required to keep any volunteer organization alive, but it is vital to the life of the group, and we should thank those who toil for the benefit of us all.

Like most other things, names are not necessary. Working volunteers know who they are and so do you. The next time you get a chance, why not express your appreciation to them. It's the only thanks they get. Darn little pay for a lot of hours of work.

*The dog days of summer seem to have passed - much to my chagrin and much too fast for my liking. The fall weather is here, and nature in it's own subtle way has started the leaves turning to their*

fall splendour once again.

## Let the good times roll

The summer was certainly a good one for Atari ST owners. The virtual flood of software continued with an incredibly wide selection of titles from Europe. Those people continue their love affair with the ST, and are writing some mighty impressive stuff. So too the US with a ton of releases of software guaranteed to make your ST the envy of the block.

If you haven't dropped into your favourite Atari retailer recently, take a moment to do that and you will be pleasantly surprised with the warez on the shelves.

## A few Titles to ponder...

Arkanoid II The Revenge of DOH, Barberian II, Battle for the Throne, Bionic Commando, BMX Racer, Dark Castle, Death Sword, Empire strikes Back, Gold of the Realm, Gauntlet II, Heroes of the Lance, Indian Mission, Illusion, Knightmare, Masters of the Universe, Mickey Mouse, Moon Patrol, Outrun, Obliterator, Paladin, Prime Time, Power Play, Phantasm, Quadrailen, Questron II, Spider's Quest, Soccer Supremo, Speed Buggy, Shadowgate, Shoot the Moon, Summer Olympiad, Spitfire 40, Sidearms, Space Racer, Space Harrier, Skrull, Sidewinder, Thunder Cats, Vixen, War Hawk, Wizball, and a ton of others that I didn't have time to scan quickly.

This isn't a recommendation to buy these, just a fast list of some that I saw with potential entertainment value.

There are scores of Utilities as well. Hopefully someone will pick up the gauntlet and write about them in future issues.

For the moment, I wish you all well. It's been a slice writing about the ST for you.

Allen P. Bargen

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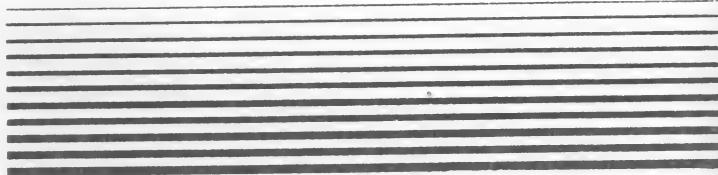
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# A New Look at a Utility That's Indispensable, For Which No One Wants to Pay

by Donavan Vicha

Indulge me for a moment and consider the following quiz carefully:

- 1) On this well-known TTP program, typing in the following commands performs which function: x, p, y, c, and o?
- 2) What is the technical difference between packing, crunching, and squeezing?
- 3) True or False: In Version 4.5, the convert command was changed to support use of a RAM disk.
- 4) Where do Little Green Footballs come from?

This is a trick quiz, I make no bones about it. There's a bonus score for those who have guessed the identity of the program, and extra points for finding the tricky parts. Answers will appear elsewhere in this article—okay, like, here they are!

#### Answers to Trick Quiz:

1) x=extract files, p="copy files from archive to standard output" (Yes! That means print!), y=(this was a tricky part, not a command [Did I get you to look through the docs?]), c="convert entry to new packing method," and o="overwrite existing files when extracting" --1 point each for the commands, 2 points for the trick, 5 points for trick if you didn't have to look it up, 20 points if you guessed the name of the program without looking at the other questions.

*(At this point in this ridiculous exercise, I am assuming you don't know what I'm talking about, or you're wondering if you've wild-guessed correctly, or you're dead right and*

*feeling appropriately gleeful over it.)*

The next question should have been the giveaway, but there are still points to be gained by proper answers:

2) Packing collapses runs of repeated byte values, Crunching employs the Lempel-Zev (you must have the name to get the points scored) compression technique, and Squeezing employs the Huffman encoding compression technique. Bonuses: 10 points for guessing the name of the program after reading this question and those are a gift. 5 points each for actually knowing something close to fitting my answers, and for a bonus, 10 points each for knowing average percentages of packing success per method.

3) True. 1 point and 2 points for guessing the name of the program.

*To anyone who has not yet guessed the name of the program, bear with me a little longer. All work and no play makes Donnie a little crazed ... ) We come now to the last question, a low-down trick question that was meant to give any puzzled reader a better clue to the mystery I've attempted to create.*

4) In California, 2 points; Pacific Palisades, 5 more points. If you identified this as a trick question because it clearly refers to a different, albeit intimately related, program, you've already awarded yourself enough points, but I'll award 5 for knowing the name of the other program.

Tally up your scores. Here's the ratings as I call 'em:

0 You only do WHAT with your computer?!

1-17 I bet you get most of your extraneous programs from magazines with slick paper, right?

18-58 A documentation freak, right? Did you contribute? (And to whom did you contribute?)

59-87 You cheated!

88 The max. You've written an ARC program, haven't you?

#### ENOUGH IS ENOUGH

Okay. I really put you through this to score some points about the main subject of this month's column, the ARC.TTP utility that is used by more PC users than any other program in any market. Some have estimated that 50,000 people alone use ARC on the ST, but hundreds of thousands use it on Apples and IBMs as well. It is most likely the most compatible piece of software code that can also be used on almost any computer. Yes, you can download an arced Amiga or Macintosh file and de-arc it with ARC.TTP. (I don't guarantee that the file will be usable on your ST, but the file will retain its integrity of code.) And it is not a commercial product, it is shareware. As an individual consumer who uses the ST, you may decide the amount of your contribution. As a commercial user or distributor of ARC.TTP (a.k.a. ARC521.TTP in its most-recent version), System Enhancement Associates, Inc., expects \$35 for commercial site licensing for up to 9 machines (that's \$35 per site) and then goes on a scale downward in price per site.

ARC.TTP allows you to store files using less storage space than it

presently takes up, generally saving from 20% to 60% of the original size. Most programs are glad to just leave you with a file that can be loaded back into it for whatever is its main purpose. And for most end users, the size of any particular file is of no huge concern. But when a lot of files start to fill up the magnetic receptacle of his or her choice, then file size becomes a concern. Get another receptacle or--hey, there's this program that can knock off 40% of the size of each of those files--use ARC.TTP. One can easily understand why this piece of software code is the closest thing to a standard for all computers than anything else.

There is another aspect of trickiness to my little quiz besides the "y command" and the reference to Arc-Shell put out by Charles F. Johnson's Little Green Footballs, and that's the fact that there are a lot of what seem to be variations on the ARC.TTP theme out there on the nets and on various magazine disks that use the utility to provide more files than can normally be fitted (sic) to a disk. I have used some of them, although for the most part, I've used some version of ArcShell with an ARC.TTP file that I believe was ported by one Harvey Johnson (no relation to C.F.). Only recently have I seen some truly thorough docs for these two programs and, if only because Systems Enhancement Associates (SEA) has produced such impressive documentation (and for all I know, having received no answer to a letter I sent to him in early May, SEA may be Harvey Johnson; he is not listed in the Credits section of SEA's docs though), I tend to think credit is due them. ArcShell has always been well-identified, but the last few months have seen it become a shareware program with thorough documentation of its own as well as making the 5.20 Arc docs available.

Used together, these programs serve a great need (optimizing storage) for a wide variety of users. ARC.TTP can stand alone and do the job, but as you can see from question #1, it requires memorizing commands and typing them out. In the case of the ST, you initially have to install the TOS Take Parameters function under your GEM desktop's Options menu (Install Program), then upon running the program, type in those commands and path- and filenames in order to work with it. Cumbersome when compared to the point and click process of handling TOS and PRG files. That's where ArcShell comes in, delivering a mouse-oriented command board for taking advantage of the full power of ARC.TTP.

The work of Charles F. Johnson, a writer for *ST Log* and co-author of *G+PLUS*, ArcShell has blossomed in a truly powerful command shell that handles ARC.TTP superbly and adds many significant disk management features unique to the ST users' needs in terms of utter ease of use. Because enough people encouraged him with suggestions (not donations, unfortunately) he continued to improve the program and let us all use it free of charge until it reached a stage of maturity that it is only right that he now request a specific donation of \$15 (or more). This is the embodiment of the shareware concept, and also an excellent marketing strategy: make it so addictive, it's impossible to live without it.

ArcShell is not addictive in the same sense as *Dungeon Master* is addictive. Withdrawal from *DM* could conceivably be difficult, but consider what withdrawal from using ARC.TTP would be:

- No more downloading arced files.
- No more PD or magazine disks with arced files.

Pretty grim. This addiction should

not be overcome, but contributions to the appropriate authors is now in order for making these programs available and so easy to use.

ArcShell opens to a button box that allows you to choose any of the ARC.TTP commands with a button (e.g., Extract, Add, Run from Arc, Update or Freshen, etc.) and to set paths for Data and Arc files. This pathway setup is among the more recent achievements in ArcShell and most-welcome of them since Arc does require temporary disk space dependent on the size of the unarced files. ArcShell used from a hard drive or RAM disk is an absolute dream.

There is a form included in the docs for Arc5.21 for sending in your contribution. Don't be intimidated by the "site license fees" information unless you are a commercial user, as a noncommercial user, you can send in whatever amount of money you can afford. I have no idea of what you may receive from SEA for your donation, but I urge you to be true to the shareware concept. As for Charles F. Johnson, he is asking for \$15 from any user who is addicted to the ease of use he provides in using ARC.TTP and he deserves it. His address is in his docs, but I provide it here because those of you who use Arc-Shell may not need to read the docs in order to use it. Send your check to **Charles F. Johnson, P.O. Box 1250, Pacific Palisades, CA 90272**, and tell him *Michigan Atari Magazine* made you do it.

**COMPUSCRIBE** is the name for the Editorial and Design Services provided by Donavan Vicha, 7044 North Rockwell, Chicago 60645. If you need help in writing, editing, and producing professional documentation for your software, please send an introductory letter and I'll be glad to work with you for a reasonable fee.

# Graphics Utilities from Irata Verlag for the 8bit: The Editor, Video Meister and Super Label 2

by Bob Retelle

This has been a very difficult review to write. The programs reviewed here have obviously had a lot of work put into creating them, but they suffer from some unfortunate hindrances.

Irata Verlag is a German company which has been producing software for Atari computers for some years and, as we've seen, especially in the ST world, some of the best software has been coming from Germany. Unfortunately, the language barrier is something which stands in the way of these particular programs. All the menus and prompts are in German, and the documentation, while translated into English, is still very unclear in many areas. I feel that a program which is to be marketed in a particular country ought to be re-written in the language of that country, whether it be French, German, English, or whatever. Even a few minutes with a disk sector editor to change the menu selections directly on the disk would have been a great help!

The first of the three software packages is the "Editor V.2." This program will let you load a picture file and modify it in several ways. You can't draw a new picture or make drawing changes with the Editor, so it works as an accessory to a drawing program such as "Micropainter," or Atari's "Paint" program. The Editor will let you add text to a picture using loadable fonts, cut out sections, move them to new locations and "paste" them in place, and save sections to disk. You can flip the blocks both horizontally and vertically, and inverse the colors. When

you've finished creating the final picture, you can save it back to disk, and print it out in several different sizes.

The Editor uses an "icon" menu for selecting its main functions which helps a lot with the language barrier, but once an icon is selected, all the prompts are in German. One of the most noticeable differences is the need to hit "J" (Ja, in German) for "Yes." Once you get used to these differences, and have figured out what the prompts are asking for it's not too bad, but it's still very awkward. Many of the prompts will let you escape back to the main menu by pressing "\*" or the ESC key, but there were times I found myself trapped in a function with no choice but to load a picture or re-boot the program.



There were a few more serious drawbacks to using the Editor, the first of which is that it will only load Micropainter format pictures. You can't load in Koala compressed format .PIC files which in my experience make up the large majority of available pictures. (There is a function in another of the programs in this series which will let you convert Koala format to Micropainter format for use with the Editor, as an extra step.) When adding text to the pictures, there is

no easy way to erase mistakes other than by going over the mistake pixel by pixel. Finally, while the menu and documentation indicate the program is set up for Epson printers, it doesn't say which Epson model. My Epson MX-80 printed out nothing but garbage, while my Panasonic 1092i (which emulates an Epson FX-80) printed just fine. There is a menu option to create a printer configuration file for other types of printers, but I wasn't able to figure out from the documentation what data was needed for this to work properly.

Also on the Editor disk are three other related graphics utilities. The first is called "Pic-Mix," and will allow you to load in two pictures, one on top of the other, then save or print the results. The version on the Editor disk only works in Graphics 9 mode, even though the Editor works in Graphics 8 mode. The method of loading a picture is a little confusing and takes some getting used to. The Load option on the menu doesn't do anything by itself, but only works after you've used the Directory option to step through the contents of a disk and select the picture you want to load. When you get back to the menu, then L will load the selected picture into memory. It works, but staring at that German menu wondering why pressing L just makes a keyclick sound can be awfully frustrating until you figure it out!

The other two programs on the Editor disk are utilities to convert PrintShop icons and "Screen Magic" pictures into Micropainter format for use with the Editor. These work well, and I found the Directory functions in them worked much more logically than in the other programs.

The next set of programs from Irata Verlag is called "Video Meister," and is intended to be used to enhance pictures created with the ComputerEyes Video Digitizer. Again, the menu is in German. The documentation provides a translation of the menu items, but doesn't go into any detail about what the functions do. You can adjust aspects of the picture such as brightness and contrast and set the graphics mode. Unfortunately, while I have some Graphics 9 digitized photo files, I was never able to figure out how to Load a picture into this program. The "Load Picture" option described in the documentation was missing from the screen menu, and there didn't seem to be any other way to do it! Thus, I was never able to test this program.

Included on the Video Meister disk is a different version of the "PicMix" utility. This one includes some options to modify the appearance of the pictures, again in Graphics 9 only. You can change the contrast and brightness, inverse the entire picture, and set the colors. There is also an interesting option to "soften" the picture, much like a "soft-focus" lens on a camera. This utility doesn't let you print the picture directly, but you can save it to disk, and use the other program on the Video Meister disk which is a printing utility. This one will load in pictures in either Graphics 8 or 9 modes, and then you are offered several different printout sizes to choose from, and the ability to inverse the picture before printing. Once again, I couldn't use my Epson printer, but the program worked fine with the Panasonic.

The last of the three program disks is "Super Label 2." Of the three programs tested, this is the only one which wouldn't run on my 48K 800. It seems to need the extra memory of an XL or XE. This one shows some very nice touches, like a multi-color Graphics 0 main menu. It allows loading in Micropainter, Koala or PrintShop Screen Magic formats, and there's also an option to load 62 contiguous sectors directly from a disk, without specifying a filename. (My guess on this last loading option is that it would let you load in a picture from a boot disk, like a game title screen, but the documentation was very unclear.)

Once you've loaded a picture in any of these formats, you can save it back out to disk in Micropainter format, so it can be used with the Editor V.2 program. There's an option to load in a custom font and use it to add titles to the picture you've loaded, or you can just work with a blank screen to create text-only labels. (I never did find a way to erase a picture, once loaded, without re-booting the program.) I assume the labels on the disks were printed using Super Label, but I may never know, because when it came time to print out my masterpiece, the program wouldn't work with EITHER of my printers! Again, the documentation indicates the program is set up for "Epson" printers, but the output had no line feeds in it, and the entire label printed on one line.

There are some nice features in these programs, but based on my experiences, I wouldn't be able to recommend them to anyone until English language versions are released, more complete documentation is included and the compatibility with different printers is improved.

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# Spy Vs. Spy I & II

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by Bethany Rayl

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## Spy Vs. Spy I

Spy vs. Spy places you in the role of either the black or white agent, as created by Antonio Prohias in Mad Magazine in 1960.

This is a very challenging and action packed strategy game. Your mission is to locate four objects, find the exit, and board your plane before time runs out. You must locate a passport, travelling money, a key, and secret plans.

To accomplish this, you travel through various rooms and search different items of furniture while the other spy is hot on your trail. If the other spy enters a room where you are, both of you drop the items you have accumulated and you can either run away or can engage in hand-to-hand combat.

Along the way, you can set traps to foil your unsuspecting opponent. Watch your step, though, for he can do the same to you. The traps are easy to set and fun to use. They include: a bomb, a spring, a water bucket (for electrocution), a gun with a string, and a time bomb.

Spy vs. Spy has clear, concise graphics. The game uses a split-screen display which the author has termed Simulvision. In Simulvision, you can keep an eye on your opponent's movements at all times. Another new feature is called Simulplay, which allows two players to participate at the same time.

The only thing I don't like about this game is that you have no strength indicator. This can be quite annoying when you engage in combat, for you never know how badly you are hurt until you

are dead. When you die, you are resurrected until your time runs out. Each time you die, though, you lose a certain amount of time.

Overall, I think this game is well worth the money and highly recommend it. If you are looking for a fast paced game that forces you to use your brains as well as your motor skills, then this is the game for you.

## Spy Vs Spy II

Spy vs. Spy II, The Island Caper, is the sequel to the original. As in the first one, you must choose whether to be the white or black spy. Your mission in this game is to find and assemble three parts of a top secret missile and deliver it to your submarine before the island volcano erupts. The catch in this game is that, along with the traps that can be set, there are natural hazards on the island that can slow you down.

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**Advantage currently sells Spy Vs. Spy I & II together....if you don't have the original, it's well worth the price. If you do have Spy Vs. Spy I, my advice is don't waste your money.**

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On the island or in the surrounding water, you can fall into quicksand, can drown in the water, or can be eaten by sharks. As in the original, you are given a

number of traps that you are able to set. In this game the traps include: snares, open pits, punji pits (pits with stakes at the bottom), napalm, and coconut gasoline bombs.

I thought the concept of this game was really good, but there is one major flaw that I could not overlook. The screen contains too many whites and blacks making up the background. This becomes confusing when you cannot tell your spy from the scenery. The flaw becomes especially apparent when the white spy stands in front of a rock and becomes almost invisible. After a while, it becomes annoying when you are playing along and your spy seemingly disappears.

Another aspect which I find annoying is that you are only given one life. When you die, you can only sit and watch as your opponent finds the missile and boards his submarine.

Overall, I didn't feel this was a very successful sequel to the original. Given some more work, this could become an interesting and enjoyable game, but it seems as if the author was more worried about getting the product out to the public than he was about writing a good program.

I did like the fact that the author added a strength indicator this time. My favorite part of this version was the title screen, it looked as if more time and energy were invested into it than the rest of the game.

Advantage currently sells Spy vs. Spy I and II together as a package. If you don't have the original game, then it is well worth the price. If you do have the original, my advice is don't waste the money.

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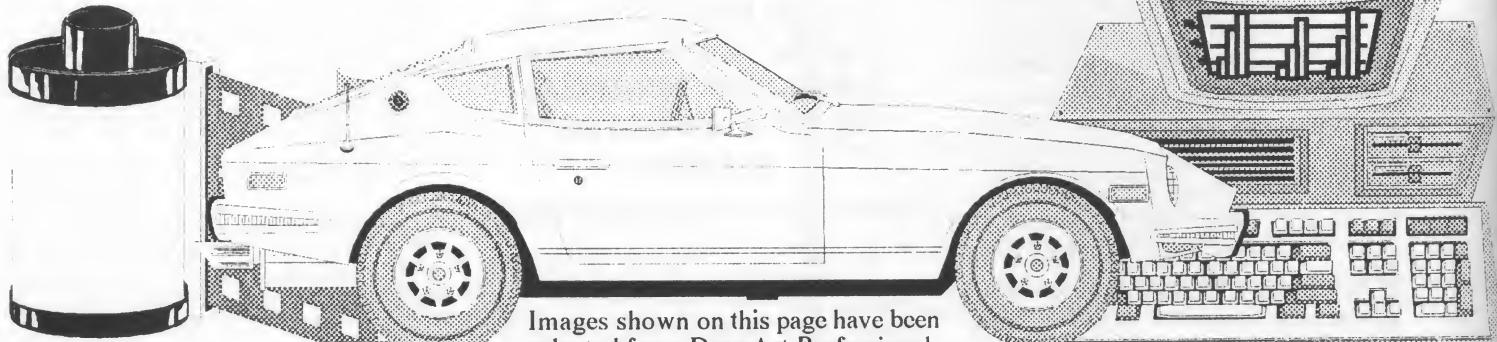
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# Golf Simulations for the Atari ST

by Scott Dzienis (MACE)

I am an avid fan of computerized golf simulations. This is probably because I don't get out to the course as much as I would like to. This review will concentrate on what I consider the two best golf simulations. They are Access's Leader Board and Accolade's Mean-18.

## Leader Board

Leader Board is my favorite Atari ST game. The graphics are sharp and clear from the initial scoreboard to the actual playing window. The game is started by inserting a key device into joystick #1 slot and then booting the program disk.

I really dislike this key device, especially when I have to physically lift my 1040ST to get at the joystick #1 port and then try to insert this device. It is kind of like trying to pull a tooth when all you have is a doorknob and a piece of string. This copy protection does allow you to make a copy of the program without any using any special techniques but you still need the key.

Once started, you are prompted for the number of players and skill levels. You also select the number of holes to be played and the courses. One drawback is there is no nationally known courses on the program disk or the optionally available tournament disk. The only available courses are the Access supplied and designed courses which are still very challenging.

The playing window offers an adequate amount of options and status in-

dicators including hole number, par, player name, time, power/hitting indicator, and windage indicator which is used in advanced skill levels. The mouse controls club selection, aiming, and hitting. The view of the hole is from behind the golfer and offers a spectacular view of trees, sand traps, fairway, rough, and background setting.

Putting is also controlled with the mouse. A slope indicator is also on the screen. The view is over the shoulder of the golfer and when the putt is initiated it is very realistic. Also included on the program is a driving range for practice. The tournament disk with extra courses is available separately.

## Mean-18

The other golf simulation is Accolade's Mean-18. I also have this package for my IBM which I have been playing for years. Noteworthy is the superior graphics of this game on the Atari ST. This is in comparison to the EGA version on the IBM which is somewhat undesirable at times.

The Accolade version comes with a program and a course disk. The program disk comes with the Mean-18 game program, course architect program, and one golf course. The architect program can modify a course or you can create your own. This program is copy protected and therefore backups cannot be made. The course disk contains three nationally known courses including Pebble Beach, St. Andrews, and Augusta.

After Mean-18 is booted, the first screen consists of the Mean-18 logo and a cute, animated gopher sequence. From here we go to the player and course selection process, and the play options includ-

ing putting green, driving range, play a hole, or start the game. The next screen is an overhead view of the hole and then move to the actual play window. The play window has several mouse driven options at the bottom which include club selection, score sheet, overhead view, or aiming your shot.

The left hand side of the screen has the power/hitting column which is mouse controlled and controls your shots. The view of the hole is very good (not quite as good as Leader Board's) with trees, water, sand traps, fairway, rough, etc. Play is fairly simple and very good.

Putting is performed from an overhead view using the mouse to aim your shots. The putting is not quite as good as Leader Board's but is challenging and fun. The real asset to this program is the course architect. This is a full feature program in itself. It is an easy to use mouse driven paint program which can modify greens, fairways, trees, water, etc. A real pleasure to use.

Another amazing part of this program is that it will accept all the additional course volumes #2, #3, #4, for the IBM. Accolade does not market it this way and does not offer additional disks for the Atari ST.

All that has to be done is to copy them from the 5.25" disks to the 3.5" disks. Also all the courses I designed using the IBM version also work on the Atari ST version. I have since put my IBM version into the closet.

I recommend both of these packages for the Atari ST. They will provide hours of entertainment especially when the real clubs are put away for the winter.

# RS232 Null Modem and Monitor Cable

by Don Neff (MACE, WAUG)

This easy project gives you two new tools; a Null Modem for file transfers between two computers, and an RS232 Signal Monitor.

The null modem allows you transfer files between any two computers without having to buy a second modem. The two computers can use any terminal programs, as long as they share a common transfer protocol (i.e. XMODEM, ASCII, etc.). The RS232 signal monitor gives you a visual indication of the data flow in the most important wires in your modem cable.

## RS232 Ports

The original EIA (Electronic Industries Association) RS232 standard has been modified at the whim of modem manufacturers so much, that today the only standard left is pins #1 and #7 are both grounded. Most "Hayes Compatible" modems have similar pin connections, but even they have differences from Hayes (the only true Hayes compatible is another Hayes).

The most common difference seems to be a reversal of the RTS and CTS pins and the handling of the CD line. These differences are the reason you need to buy special cables for some RS232 devices (RS232 ?). The following table shows the original EIA RS232 standard pin designations.

## RS232 Standard for DB25 Pin

#	SIGNAL
1	Shield Ground
2	Transmit Data

3	Receive Data
4	Request to send
5	Clear to send
6	Data Set Ready
7	Signal Ground
8	Carrier Detect
9	+ Voltage
10	- Voltage
11	not defined
12	2nd Carrier Detect
13	2nd Clear to send
14	2nd Transmit Data
15	DCE Transmit Timing
16	2nd Receive Data
17	Receive timing
18	not defined
19	2nd Request to send
20	Data Terminal Ready
21	Quality Detector
22	Ring Indicator
23	Rate Selector
24	DTE Transmit timing
25	not defined

Most of the lines shown in the table above are not used in the standard PC modems which we use on our Ataris. The eight two-color LEDs in the signal monitor are connected to the lines which are important to us.

## The Null Modem

Switch SW1 in Figure 1 changes the signal monitor to a null modem by reversing the connections between pins #2 and #3. All of the other 23 pins are connected pin-for-pin between the two DB25 connectors. This is all that is needed to get your ST to talk to your 8-bit Atari 850 interface without a modem between them. This simple approach will not work with the few peripherals which also require the reversal of pins #5 and #6, etc.

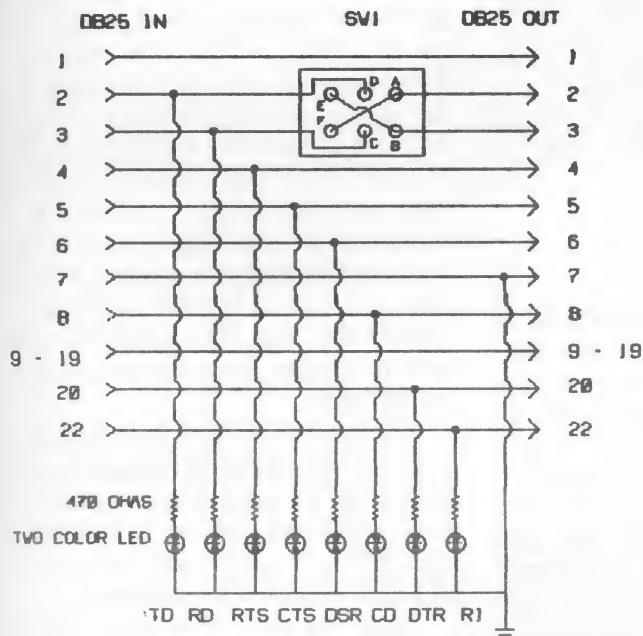
## Building the Circuit

As usual in my articles, the Radio Shack part number of each item is listed after the first mention of the item in these assembly instructions. Plan your work carefully so you can keep the leads and wires short. This will reduce the possibility of them touching each other and causing problems.

The male (276-1547) and female (276-1548) DB25 connectors can be mounted on opposite sides of a small box (270-283). Use 22 gage wire (278-1307) to connect all the pins (except #2 and #3) from the male DB25 connector to the matching number pin on the female DB25 connector (i.e. pin #1 to pin #1). All of the pins are numbered with tiny letters imprinted in the mounting plastic of the connector so you can match them up easily.

SW1 (276-614) should be wired as shown in Figure 1. The wires from pins #2 and #3 of the female DB25 connector are soldered to the two center pins (C and D) of SW1. The wires from pins #2 and #3 of the male DB25 connector are soldered to the two pins (A and B) on one end of SW1. It doesn't matter which end of the switch you choose but, both wires must go to the same end.

Solder a short jumper from each one of these end pins to the pin diagonally opposite of it at the other end of SW1 (connect A to F, connect B to E). Select a location in the box for mounting the switch and drill a 1/4 inch hole for it. Insert the printed circuit board in the box and mark the area of the board which will interfere with the switch. Remove the board and mount the switch in place. Cut the marked area off of the printed circuit

**Figure One**

board to allow it to clear the switch. The eight 470 ohm resistors (271-1317) and the eight two-color LEDs (276-025) should be connected in pairs, as in Figure 1. Notice that one lead of each LED is longer than its partner. Solder a resistor to the shorter of the two leads on each LED. Mount the resistor and LED assemblies on the circuit board. Connect all the long leads of the LEDs together and solder one end of a short wire to them. Solder the other end of the wire to pin #7 on one of the DB25 connectors.

Solder the free lead of the first resistor to pin #2 of the female DB25 connector. Solder the free end of the next resistor to pin #3 of the female DB25 connector. Continue this process for the remaining resistors, connecting them to pins #4,5,6,8,20, and 22 of the DB25 connector. Mount the finished circuit board in the case and check all your wires to make sure that no shorts can occur. Measure the relative positions of the LEDs and drill holes in the cover of the box to accommodate them. Install the cover on the box with the LEDs sticking through the holes you drilled for them. Label the LEDs as shown below.

**LED LABEL**

- 1 TD
- 2 RD
- 3 RTS
- 4 CTS
- 5 DSR
- 6 CD
- 7 DTR
- 8 RI

**Testing the Monitor**

Plug your modem cable into your new signal monitor box and plug the box into your modem. Use your favorite terminal program to dial a BBS. If your modem works as normal, you can

label the present position of SW1 as the signal monitor setting. Label the other position as the null modem setting. If your modem didn't work as normal, flip SW1 to its other position and try again. If your modem still doesn't work correctly, disassemble the signal monitor box and recheck all your work.

**Connecting the Null Modem**

I use the null modem to transfer text files from an XE to an ST by connecting the modem cable of each computer to the null modem box. However, this requires a Gender Changer on the XE side because both modem cables have male connectors and the box has only one female connector. If you don't have a gender changer, you don't have to buy one. You can install another female DB25 connector as a third connector on the box and wire it pin-for-pin to the male connector. That is the least expensive choice. You can also make a gender changer by soldering two female DB25 plugs back-to-back. This is the most versatile choice since you can use it in other applications too.

**Using the Null Modem**

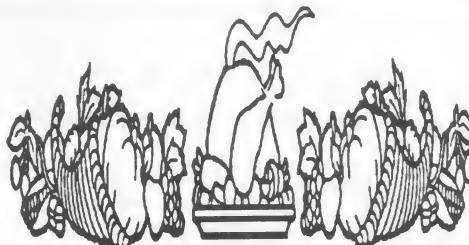
I use Flash on the ST and 850 Express! on the XE, setting both for 8 data bits, 1 stop, no parity, half duplex. Don't try to dial a number, instead, when both terminal programs are set up, force terminal mode on 850 Express! to get the two computers talking.

To send a file from the 8bit, use option "S" (Send Xmodem) from the Express! menu and give the name of the file to be sent to the ST. The 8bit will then sit and wait for a signal from the ST before it begins to transmit. Select "Download Xmodem" from the Flash menu, and give the name of the file for storage on the ST disk. Click on "OK" and your computers will start communicating with each other.

Text files aren't all you'll want to transfer from your 8bit to your ST. Eightbit Printshop icons and Koala Pictures can be transported and converted for use on your ST. Data files for some 8bit data bases can be used in similar ST programs with little or no conversion needed. Even your favorite music files can be converted to ST format.

If you use PC Ditto you'll be able to use the null modem to transport files from an IBM with a hard drive to your ST hard drive. That's a lot cheaper than buying a 5 1/4 IB Drive (we'll be building an IB Drive clone in a future article).

**Have a pleasant Thanksgiving Holiday!**



# The Wico Ergostick

by Jim Tuma (GAG)

The Wico Ergostick, which looks quite similar to the Epyx 500XJ, has a large curved hard rubber handgrip designed to fit in the palm of your left hand. The finger next to your left thumb extends to a fire button on the right underside of the grip. The stick itself is on top of the grip and is grasped in the right hand. A thumbrest is provided for the left thumb on the side of the grip. The feel of the grip is very solid and the stick appears to be of excellent construction, far beyond the flimsy Atari joystick. Moving

the stick activates a switch resulting in an audible click. Moving the stick diagonally activates two switches, with two clicks. Pressing the fire button also results in a click. All this clicking can be annoying, but it does provide audible feedback.

Price-wise, a recent visit to Toys R Us found the Ergostick selling for \$24, the Epyx 500XJ for \$17, and a no-brand Atari-style stick for \$7. Well, enough details, how does it do in game play? Here, I have mixed feelings. My usual joystick is the Suncomm Starfighter, a better designed version of the Atari stick, so all comparisons will be with it. I should mention the Ergostick is far preferable to the original Atari stick.

I tried the stick with two kinds of games, one requiring a lot of pushing of the fire button, and the other requiring more movement of the stick. Examples of the first group include Zaxxon and River Raid, the latter Pacman. (Accuse me of being behind the times in game play, but these are old favorites I enjoy.) The Ergostick requires more effort to press the fire button than the Starfighter, which gives a more solid feel but can increase reaction time. Also, the fire button seems to have a longer throw, so it had to be moved farther.

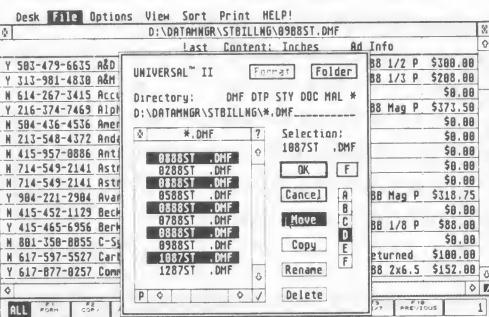
Movement of the stick had to be very precise for the playing of Pacman, as the game doesn't respond to diagonal movements of the stick. This can be a problem initially, but I quickly got used to it. However, I still think it slowed play.

Again, the stick has a longer throw than the Starfighter, which does tend to increase reaction time. In short, the Wico Ergostick is a very well designed, solidly constructed joystick, with a few minor shortcomings, largely attributable to my personal preferences.

## UNIVERSAL II

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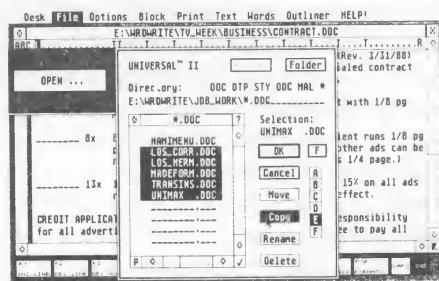
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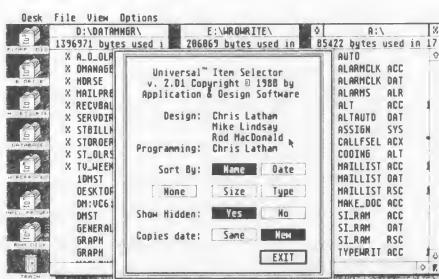
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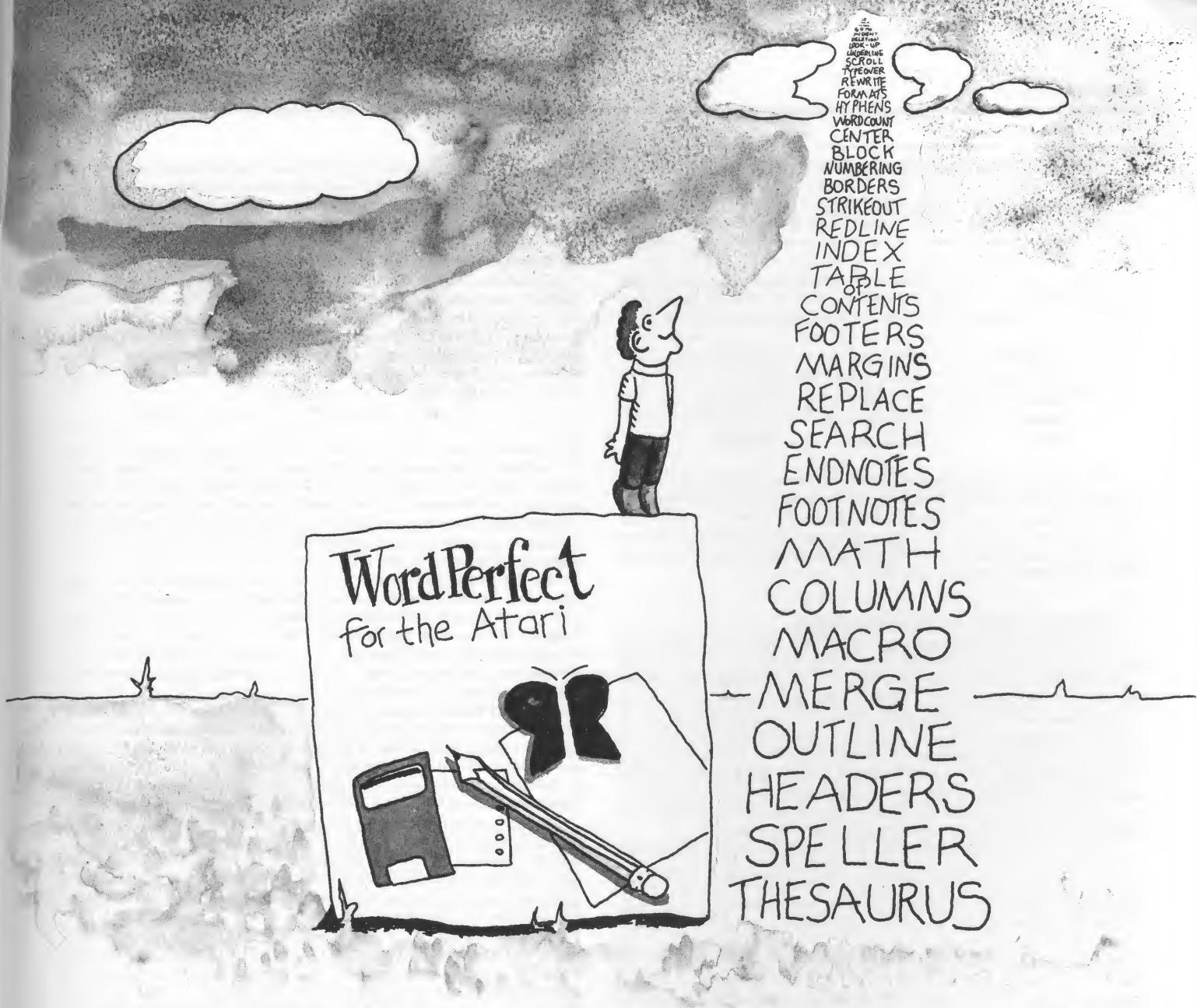
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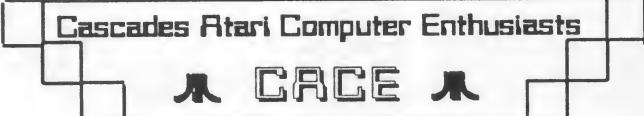
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## Cascades Atari Computer Enthusiasts

**CACE**

Cascades Atari Computer Enthusiasts (CACE) is the Atari club in and around the Jackson County area. The main purpose of the club is to help inform new users and to promote the use of Atari computers in the community.

President	Brent Fisher	764-4599
Vice-President	Bob Kingsbury	789-7533
Secretary	Joe Cripps	782-0199
Treasurer	Scott Boland	784-9246
Editor	Jim Boyce	522-4074

The current membership dues are \$10.00 per year, or \$14.20 if you wish to subscribe to Michigan Atari Magazine, and are payable at any of the CACE monthly meetings, or by mail. Club membership includes access to the entire club software and publication libraries, along with a monthly published newsletter. Any written communication with CACE or payments by mail should be sent to: CACE, P.O. Box 6161, Jackson, MI 49204.

### Editorial Opinion by Jimmie Boyce

To attempt to quote a famous English gentleman, "Never has so much been done by so few". I will start with that quote and in due time you will see why. A couple of weeks ago the general public was asked to participate in the Jackson "Say No To Drugs" program held at the Westwood Mall. Over all it was pathetic. That in no way demeans the participants, for they did an outstanding job and all deserve a standing ovation for what they did. The parents and the kids were there and they had questions. The pitiful few who really cared about their community did an outstanding job. What I want to know is -- where were the schools like the Jackson Area Career Center, and the rest of the Jackson Public School system, you had the most to contribute. What about the churches in the community? Oh yes and what about the service clubs? There were not many there.

Now that I have kicked a few people in the seat of the pants, I shall proceed to the general membership of CACE. We have over fifty paid members in this club. Only four people participated at the club booth at the Jackson "Say No To Drugs" event. The four know who they are. They worked from 8 a.m. until 9 p.m. each day of the event and had a good time. Some people, like Tom Pritchard, were at other booths but did give us support when it was needed. Thanks Tom -- your support was greatly appreciated and the knowledge that you were there working just as hard at your booth as those few at the CACE booth gives me great pride in knowing you. Many were not called because it was a long distance call. That left about twenty others that were called and of those twenty, five were participating, to the fifteen that had more important things to do than help keep drugs out of Jackson, all I can say I hope and pray that if one of yours (or someone you know) stays off drugs because of what the few did because you were too busy, that you will at least stop and say "thanks" but I doubt it because you will be too busy.

Let me thank Tony Bengel and the Jackson Commodore Computer Club for inviting CACE to participate with them and giving up their valuable table space. I wish we had had the membership turn out they had.

### Fishin' Around by Brent Fisher

All right it's time to get those fingers going, as column time is upon me again.

Oh yes, last month I gave a few words about how I felt about Antic, well it seems that Antic has decided to clean up its act a bit. They have decided that the square binding would be better than the staples they had been using for the summer (supposedly for just the summer), they have also said that they would be kicking most of their ST coverage out so that more 8bit material could be covered. Well, all that I can say is wait and see. One more thing on a more personal and positive note, Antic did publish a letter that I sent to them.

MAM has asked the president and the newsletter editor (also any other interested officers) of each of the contributing clubs come and meet with them towards the end of October to discuss the magazine. I figure that this is a perfect time to ask the membership to send me any comments of criticism that they have about the magazine to me, so that I can present it to MAM. Send any correspondence to me at the Post Office Box or if you would prefer to call me do so before 3:30 on weekdays, or just about any time on the weekend.

As fall is approaching I would like to see an increase in membership participation at the monthly meetings. I mean hey does anyone really watch the Lions lose anymore? Just remember that food and beer is available. Before I forget, I'd like to commend the Jackson Commodore Computer Club on the job they have been doing to improve access to the meeting room, my only regret is that I am unable to attend any of their meeting to thank them personally.

On one last note (yes I'm finally finishing this) I'd like to point out an interesting bit of advertising that I had seen recently in ANALOG. It seems that on page eight Computer Repeats is offering an XE Game System for \$29 if you send them your 130XE and 1050 disk drive. Come on Computer Repeats, do you really think that Atari computer enthusiasts are dumb enough to send a computer and a disk drive so that they can get a computer that is less powerful and not have a disk drive to use anymore?

Well until next month when I write to you. See you at the meeting.

---

To start off this month, I have some good news and some bad news. The bad news is that in the foreseeable future The Musician's Warehouse will not be supporting us good Atarians. It may be a possibility when they get back on their feet. The good news is that Kay Bee Toys in the Westwood Mall is supporting our local Atari community, by carrying XE game machines and Atari cartridges (not computer support but at least it is a start).

I strongly urge the club members to read Tim Sharpe's article. He has brought up some very interesting points that the officers will do well to heed. I believe that most of what we have written has been based on our frustrations of not getting feedback from the club members. Remember, this is your club: give us some thought on how you want things run. Come on people, we really aren't telepathic. All that we ask is that you let us know what you are thinking. If you would like something printed in the newsletter, all you have to do is get it to us. We accept submissions in written, magnetic, typed, or transmitted form. All this means is you can give Craig or myself whatever you would like put in the newsletter. Give it to us at the meeting, give us a call if you have a modem and send us a file, or send your submission to the post office box. If you have a rebuttal to anything you read or just have comments, negative or positive, please let us know we'd be happy to publish anything you have to say. Also we will just read it if you prefer.

If you have the chance, check out the article in the November issue of ANALOG, on the built-in stereo features of your 8bit computer. Lee Brilliant, in his Bits 'n Pieces column, outlined the perfect way to make Amiga owners say, "hey, why didn't I get an Atari 130XE?" I hope that you don't miss it. I realize that a lot of people will not understand all of the concepts that Dr. Brilliant talks about, but read it anyway it is a very interesting article.

Another thing on Tim Sharpe's My Two Cents article. What do you mean you haven't read it yet. Well go ahead, I'll wait for you. It should only take you a few minutes, and I'll almost guarantee that you will enjoy his writing style. He brought up the interesting point of the club giving a disk of software to members who show up at the meeting. He also suggested that we do this a couple of times a year. Well how about it, are any of you out there interested in this concept? What would you like to see as far as software on this disk? And would you ST users like to see this happen also?

One last thing before I let you get on with the rest of the newsletter. Computer Mail Order has several older Atari game cartridges left in their inventory. If you are willing to buy five or more they will sell them to you for \$3 a piece. This is an excellent price, so if you get the chance give them a call, their number is listed in both ANALOG and ANTIC. This is the perfect opportunity to get some of the old cartridges that you have heard so much about, especially now that Atari is releasing them at about \$20 a pop or more.

Well, I suppose this just about wraps this little tirade up, so just remember the next meeting will be held on November 13 at 1 p.m. We will meet in the basement of the East Side Lounge on the corner of Horton and Ganson, please pass the word on to members who haven't shown up for a while. Until next time, see you at the meeting.

### My Two Cents by Tim Sharpe

Subject: My magic elixir for club rejuvenation.

1. The "Say No To Drugs" event at the Westwood Mall was a noble cause, but it lacked something: excitement. Handing someone a joystick and letting them play an Atari game won't cause a sensation. People aren't impressed by computer video games -- they can go to Aladdin's Castle for that. But what if they had a chance to win an Atari computer system? That's right, I'm talking about a raffle. If all the members donated five bucks or half donated ten bucks, we'd be basking in publicity at the next event. A raffle would be a good way to draw

people in and get them to pay attention to the theme of the event. But can the funds be generated, when member apathy is at an all-time high? Anything's possible. Tell the members about the need for donations well in advance, and allow them to pay either in person or by mail. After the event, a thank-you note would be sent to all the members who donated.

2. But we can't very well ask the membership to donate money (or time) when they are chastised in every issue of the newsletter for being apathetic. Although it is understood that such things are born out of frustration, this member-bashing must cease. After all, it is the membership that provides the foundation upon which the rest of the club is built. And they are adults, not children: as such, they deserve respect. Negativity breeds negativity, and more people are won over by sweet words than by bitter ones. If the club is made more interesting and attractive, an increase in membership would surely follow.

3. Which brings me to my next point. Just how DO we make the club more interesting? Let's start by making it more beneficial to the membership. What do the members gain by joining CACE? A chance to win a door prize and 50/50 drawing. A club picnic once a year, but that is a seasonal event, and hardly related to computers. In both these cases (or is it CACEs?) a negative is thrown in: the door prize and 50/50 drawing offer a good chance of losing and the picnic offers a chance of rain. There is nothing wrong with these club traditions; it's just that everyone needs to benefit somehow from joining the club. Therefore, I offer the following suggestion: once or twice a year club money would be used to purchase some inexpensive floppies. On these would be placed the best public domain software the club has in its current library. Every member would be notified via the newsletter that this month is a "CACE Disk Giveaway" month and all they have to do is attend to get a free disk full of software. This would certainly spark more interest in the club. December, and possibly June, would be good months for this. (The club would look EXTREMELY good if these disks were mailed to the members.)

Well, that's my magic elixir for curing the ailing club. I just hope that the club doesn't die from partaking of it. If it does, I'll skip town.

### Anything Goes by Craig Schaff

Good Afternoon Atarians

As we left off in our last issue...Our unknown soldier was still attending technical school. To make a short story longer.. One day our hero woke up to find out that he was still asleep! Having told himself that we was not awake, he paid no attention to the visions that told him what his ultimate goal in life was. Instead he rolled over, shut his already closed eyes and started dreaming about Vanna White in 8bit graphics.

The next morning, when our "hero" woke up, he grabbed his latest issue of "Solders Of Computers" magazine, he knew right then and there what his goal in life was to be...

"...And that my friends is what I am here to tell You! Yes my friends... I say, just open your wallets... reach deep down into the Soul of all of your earnings and GIVE!. Yes I say GIVE... For it is said,'tis much better for you to GIVE, than to receive!"... So remember what the Good Book (MSDOS Owners manual) says.. 'to PC or not to PC, that is a question of thy greenbacks'..."

Our hero, upon leaving the IBM store, was still in shock from listening to the salesman's pitch, when he came across an abused copy of an 8-bit magazine for the Atari computer (it wasn't Analog nor Atari Explorer).

"Well look here a magazine JUST for 8-bit Ataris. Lets check it out.." our Hero said. "Lets see... ST... ST... ST... ST... Oh here we go... a couple of pages of 8-bit stuff. Right here between these ads for the ST."

Now a word from our sponsor...Howdy Hi Friends, This is your trusty buddy, Hairy Larry, of Hairy Larry's Used Computers and Live Bait Stores. Have we got a deal for YOU! For one small price\*, this here beauty can be yours! It's got a nice impasse ik of memory, and not only that!, it was owned by sweet little old lady who only used it on sunday to add up the church's bingo money! And because I like you, I'll even toss in a dozen of minnows FREE! to the first two customers who comes in (and spends two hundred in cash)

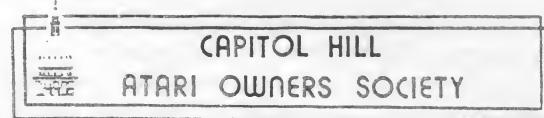
\*one small monthly payment of \$99 a month for 99 months, when you put in your down payment of \$99. On now with the show...

The article read... "New 8bit programs for your ST 1040 Com[BEEP, BEEP, BEEP... BEEP, BEEP, BEEP] WE INTERRUPT THIS ARTICLE TO BRING YOU THIS BULLETIN. THE NATIONAL ANNOYANCE SERVICE HAS ISSUED A SEVERE ANNOYANCE RATING IN THIS LETTER AREA!! YOU ARE ADVISED NOT TO READ THIS NOTICE! ANYONE CAUGHT READING THIS BULLETIN WILL BE SEVERELY ANNOYED! I REPEAT... THE NATIONAL HANGNAIL FOUNDATION HAS DETERMINED THAT

HITTING YOUR BIG TOE WITH A HAMMER SHOULD BE A VOIDED AT ALL COSTS!!! WE NOW RETURN YOU TO THE ARTICLE THAT IS ALREADY IN PROGRESS[BEEP, BEEP, BEEP... BEEP, BEEP, BEEP]ted States of America. And with that knowledge, our hero takes off to the battle field with his 8bit in hand to boost moral.

Stay tuned for some previews of next months addition of: Good Evening Atarians...but first this break...SNAP!

Previews of next month.. LOOK.. WHERE!.. UP THERE!.. DUCK!.. BOOMMM!.. quack...stay tuned and find out if: Will our Hero ever be named? Will this story ever make sense? Will we ever find out what happened during the bulletin? (I doubt it.) Is any body reading this? What is the bable fish and how do I get it? Who is buried in Grants' tomb? Was Kilroy really here? Will Roger Rabbit ever say "please" with out stuttering on the 'P'? Will I ever shut up? What is with the man from Nantucket and all of the ladies? see ya later...bye.



CHAOS is the Capitol Hill Atari Owner's Society, serving the Atari community of the Lansing, Michigan area. The Campus Hill Atari Owner's Society is the Michigan State University chapter of CHAOS. Membership dues are \$15.00 per year and entitles members to a 1-year subscription to the Michigan Atari Magazine, a free disk from our regular library, and access to our libraries and other resources. Dues may be paid at any CHAOS meeting or by mail. If not using an official membership application, please include your name, address, phone and a list of your equipment and interests.

Sysop John Nagy and CHAOS invite you to call one of the country's finest BBSes at 517-371-1106, 300/1200/2400 baud, 24 hours a day (Atasci/Ascii) serving both 8 and 16 bit Atari computers. Send inquiries regarding CHAOS, mail orders, memberships and so on, to: CHAOS, PO Box 16132, Lansing, MI 48901.

General meetings of the membership take place several times a year. 8bit and 16bit Special Interest Group meetings take place monthly. The S.T. INTEREST Group meets on the second Saturday of the month. The 8bit S.I.G. meeting, for 400/800 and XL/XE owners, takes place on the third Saturday of the month. The meetings take place at the MSU Physics-Astronomy Building, Physics Road, Room 118. Meetings begin at 10 a.m. sharp and last until 1 p.m.. Members and guests are welcome to any SIG meeting that interests them. To get to a meeting, take East Grand River to the Collingwood Entrance for MSU. The first available left turn is Physics Rd. The Physics-Astronomy Building is about 1 block from the corner, on the right hand side. Park in the gated lot just past the building.

Illegal copying, or any violation of copyright laws, is not condoned or allowed at any CHAOS-sponsored function, including the club BBS.

President	Leo Sell	349-0404
Vice Pres	Guy Hurt	484-7675
Sec'y-Treas	Gary Ferris	393-2593
8bit Rep	Bill Johnson	675-7166
16bit Rep	Brian Goluska	332-4415
Library Mgr	John Baker	641-4430
Gen. Pub Lib	I. Pothacamury	332-0558
ST Publ Libr	Chet Kapusinski	676-4539
XL/XE SIG Co	Guy Hurt	484-7675
BBS Sysop	John Nagy	487-5646

CHAOS is sponsoring the Colossal Computer Sale on December 3 and 4 at the Lansing Center on Michigan Avenue here in Lansing — and YOU'RE invited. It's bigger than any computer sale ever in this area and it's the first 2-day sale here, maybe the first in Michigan!!

Here are the highlights: 12,000 square feet and up to 150 tables. Computers, accessories, and software for ALL computers — this is not an Atari-only sale, so tell your friends with those

"other" computers about the sale. Vendors dealing in all brands of computers from all over Michigan and the Midwest. Two days of deep discounting and bargains galore.

December 3 and 4, 10:00 am to 5:00 pm at the Lansing Center on Michigan Avenue. Admission is only \$3.00 per day; kids under 12 admitted free.

#### President's Corner by Leo Sell

Things are picking up now that fall is here. The big news is that the Colossal Computer Sale we're sponsoring is only a few weeks away. Remember, DECEMBER 3 and 4 at the Lansing Center on Michigan Avenue. The sale should be a great opportunity to pick up some great bargains. With Christmas coming up, it will be the perfect time to get a few presents for you and your Atari.

As the sponsoring club, we want to make sure we have a great display. Guy Hurt is coordinating our presence there and he needs lots of help from you for equipment and time. Help us make the CHAOS display the best ever. Call Guy (484-7675) and VOLUNTEER TODAY!!!

In other news, last month's Auction was a great success making some money for members and the club. Once again there was so much to be sold that we have to continue the auction this month!! So....come to AUCTION II on November 19. Once again you can bring your software and hardware to sell and we will pick up where we left off. See you there.

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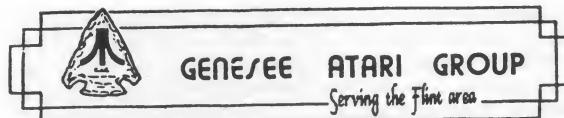
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#### President's Report by Jerry Cross

The elections were held at the October meeting. Due to the lack of members interested in running for office, most of the past officers were re-elected (volunteered?). Here is the current list of officers: Jerry Cross, President; Dave Pettit, Vice President; Gil Merciez, ST Librarian; Ed Kalush, 8Bit Librarian.

If you have the time to spare and would like to help out the club, contact one of these folks. There are a lot of things that you can do, such as helping the librarians maintain the disk library, working on updates to the catalog, writing articles for the newsletter and other little chores. The current officers have been running the club for a few years now, and can use some help. Since the membership has been shrinking the past few months, I am not sure if the Saturday workshops are feasible any more. Attendance has been down, and there is a lack of experienced users who can volunteer their time. I will poll those attending the next workshop to see if we should continue.

The Genesee Atari Group is a non-profit group of Atari owners in and around Flint, Michigan. Our purpose is to provide assistance to users of Atari personal computers. This organization is not affiliated with Atari, Inc.

GAG meets on the second Wednesday of the month at Neithercut School, located at 2818 Crestbrook Drive, Flint. Meetings begin at 6:30 pm. During the school year we also have a 4th Saturday session for second shift workers. All are welcome.

Membership: \$15/year: next meeting Tuesday, Oct 9 General Meeting Saturday, Oct 26 Workshop

Information: Jerry Cross 736-4544 FACTS BBS 736-3920



GKAUG meets the second Saturday of each month at 11:00 am in the Dewing Hall, room 305, on the Kalamazoo College Campus. Corner of Academy & Monroe. Dues are \$25/yr.

President:	Frank Fellheimer	657-6106
Vice President:	Dan Youngs	
Treasurer:	Dave Bryant	
Librarian:	Dale Vincent	
Archiver:	Dave Oldenburg	
ST Chairman:	Jim Zinke	
SysOp:	Alex Stevens	
GKAUG BBS:	(616) 657-2665	

We got together in October to discuss the possibility of getting different computer users in our group to improve our relationship with other users and provide additional support for those other Atari users that now have newer computer system. Unfortunately, none of the Amiga or ST users showed up. One IBM user did show up and we had the opportunity to discuss increasing the capability of our BBS with him. This subject is still open

for discussion, and will be brought up at the November 12th meeting. I, for one, am really interested in pursuing this issue.

Bryant, Oldenburg and myself will be attending a MAM meeting in Ann Arbor the 22nd of October. I hope we get a chance to look in on a few computer stores. I am looking for "Gaulant" after seeing Bryant's demo at the meeting of this program. It looks very close to the arcade version.

Having a little trouble with the BBS. It seems users can't access it, even after a number of calls....we are checking!!!

I was also able to pass out one box of green and white computer paper to members that attended the meeting. It's about 11 inches wide, but I am sure it can be used with just a little thought on your part. It doesn't have any lazer cut holes, but can be useful nonetheless. It was donated by Pam Stevens of Paw Paw, and I still have two 25# boxes left. I will bring another to the next meeting. I hope you will be there.

Dale Vincent will have a library listing available for members really soon... so he tells me. I hope to get it posted on the BBS board one day soon. Mike Carroll will be making the newsletter for the BBS...if he can get on-line. Dave Bryant provided us with a pie chart breaking down the areas that our money goes. It proved to be most informative. I hope to be solvant for another month or two...please pay your dues! You will get your money's worth out of it.

Dave Oldenburg is still trying to get a working copy of Analog #64 with The "SnowPlow" program in it. We couldn't wait, so it was hand-typed (just like hand-tossed pizza) by Bryant and myself, and is available to those of you who are waiting for it.

Our next meeting will feature the Gravis Mark VI Joystick (again?), discussion of club expansion, and another demo of "Gauntlet"...boy, I liked that program! Looking forward to our next meeting.

Frank Fellheimer

**Great Lakes 'GLASS', Michigan's only Atari 'ST' only Users Group  
Support I ♥ my ST!**

GLASS Information: General Meeting, 1st Thursday every month at Athens High School, room 1528, 6 p.m. until 9:30 p.m., located in Troy, Mich., at 4333 John R Road, 1/10 mile north of Wattles (17 Mile). Guest are welcomed and encouraged to come! Planning Meeting, 2nd Thursday at same location. Members only. Mailing Address - GLASS, P.O. Box 99737, Troy, Mi. 48099 Phone - (313) 828-1653 (Steve Mileski, President) for info.

#### From The Desk Of The President.....

So, you wanted to know about printers and missed the October meeting. Too bad. Along with showing several 9-pin printers including Color and Thermal, 24-pin printers, and an Atari Laser printer with MEGA4, we also had a Hewlett-Packard DeskJet

inkjet printer. If I had to buy a printer now it sure would be a hard choice. By the time you read this, the November meeting is also over. Did you miss the 64 Meg home-built harddrive, the Atari SH204, the MegaDisk, and SwitchBack? Are you going to make it to the December 1st meeting? We are having a guest night to play MIDI-MAZE, with 16 (we hope, we are over 10 now) STs hooked together for an evenings entertainment. See the article called "An Invitation To Play!!" in this issue.

The current ShareWare collection is for SANDP.PRG, our NewsDisk viewing program by Joe Andrews. In my last letter, I asked that you give AT LEAST a dollar..not ONLY a dollar. So, if ya get the newsdisk, lighten up on those purse strings and help us help a good shareware programmer. See another article in this issue called "ASTI Talks About..." for some reasons why.

It's never too soon to renew your membership for the 1989 GLASS year. Due to the club purchasing it's third computer, our cash-flow doesn't, and early renewals would be helpful. As of January 1989, unless you've renewed, your membership is expired. Note: Members that have subscribed to Michigan Atari Magazine (MAM) will get the January issue as part of their 1988 membership.

It's also that time of year to think about elections. No, not the Duke or the Bush, but new GLASS Officers. The jobs are easy (pretty much) and lots of fun. They probably don't take more than a few hours a month and reap the rewards of satisfaction, involvement, and supporting the GLASS members. If you are interested in what jobs there are, look in the December LOOK-ING GLASS, our in-house newsletter. Come to the Planning Meetings on the second Thursday.

I want to use this forum every month to mention members that are very involved in making GLASS the great club it is today, so now I will honor the November "GOLD STAR GLASS MEMBER. Say "hello" to Drew Solomon. Along with excellent attendance at the General and Planning Meetings, Drew is greatly involved in putting on the Midi-Maze night.

He also wrote a piece of ShareWare (he calls it GLASSWARE) that, when put in the AUTO folder, will ask for you to enter the time & date.. if you don't have a battery-backup clock card. You can exit the program if you don't care about current time and date, or you can enter it. If you perform a reset the program senses it and does not ask for input again, but will display on the screen, for a short time, the current time/date.

He helps every month in setting up and tearing down for the meetings. All this and more, and he comes from quite aways away. He hales from Washington, Mich. (a few miles out of ROMEO, Mi.) where he is in his senior year of high school and runs a BBS called "Infinite Reality" at (313) 781-0871, 300-2400 baud. His passion is programming in C and is practicing by attempting a BBS program. Drew, thanks for being an involved GLASS member and keep doing what you do best!!!

See Ya All Next Month.... Steve Mileski



GRASS Meeting: Wednesday, December 7, 1988, Wyoming Public Library, 3350 Michael S.W., Time: 6:30 P.M.

George Nosky	President/Treasurer	(616)942-1527
2440 Parkridge Dr. S.E. Grand Rapids, Mi. 49506		
Gary Heitz	Vice President	(616)676-0112
Marvin Waid	Secretary	(616)866-1998
Chuck Baughman	Librarian	(616)795-7373
Gerry Borysiak	Director	(616)896-9358
Steve Gilbert	Director	(616)891-1785
Marek Kulikowiec	Director	(616)957-2646
Tim Feenstra	Membership Chairman	(616)784-6230

### President's Comments By George Nosky

GRASS welcomes new member Ryan Kiel to our group. Ryan lives in Middleville. We are also happy to welcome back Rodney Folk who renewed his membership at the October meeting.

Three of our members have reviewed software for M.A.M. Their articles can be found elsewhere in this issue. Brian Boughman and his dad, Chuck, reviewed "Fight Night" and Tim Feenstra critiqued Triple Pack which contains "Raid Over Moscow", "Beach Head" and "Beach Head II".

Be sure you don't miss any of our upcoming meetings! Starting last month (November), Tim Feenstra and Gary Heitz began teaching us how to program using BASIC. They are taking us from the fundamentals and will progress as we progress. I'm sure you won't want to miss these "seminars". Class will be at the beginning of each monthly meeting, starting at 6:30 p.m. and continuing for approximately 45 minutes.

For those who missed the October meeting, I will highlight some of the items your officers and directors discussed at the Board meeting:

1. It was decided to propose another Atari Fair to the membership. This was done at the October meeting and it was decided to proceed. Jerry Borysink has been contacting the local shopping malls. They seem to be booked the rest of this year so we are looking forward to a date in mid-March '89.

2. Advertising was discussed. Gary Heitz checked cost for radio, tv, and the Grand Rapids Press. They were all too expensive.

3. We talked about members submitting articles for publication in MAM. Pattie Rayl is looking for reviews of software, hardware, construction or modification projects which would be of interest to the Atari Community. If you have an article give it to me and I will make sure Pattie gets it.

4. Our updated catalog is duplicated. It should be available at the December meeting.

5. Elections were discussed and the need for people to run for the various offices. Please give it some serious thought.

6. Michigan Atari Magazine was reviewed. Your Board was pleased that the Editors of MAM are trying to get the price

down! An informal vote was taken at the October meeting to see if the membership present wanted to continue their MAM subscription. Eighty-six percent voted yes with 14 percent abstaining. There were no dissenters.

7. The subject of members donating, to the club, equipment they are not using, was discussed. The idea behind this is to rent equipment to try out and/or to use if their equipment fails. Gary Heitz donated his spare modem. It will be available at the meetings for \$5 per month. This is a good way for you to see if you like telecommunications.

8. A discussion was held concerning what kinds of additional public domain software we should purchase. Suggestions were: more Print Shop icons, Icon editor, SAT score improvement system, foreign language tapes with voice, and programming tapes with voice. Please let us have your ideas.

Gary Borysiak won our October raffle. It seems to me this is the second time he has won. Now he has added "Triple Pack" to his collection. Congratulations!

Gary Heitz has scheduled some outstanding demos for us. For December, Gary has a real energetic project. He is going to give us a VCR demo of GEnie.

As some of you know, we have been wanting to do this for some time. However, since we don't have access to a telephone at the Library, we had dropped the idea. Gary came up with the idea of taping a demo on his VCR at home and showing it at our meeting. If you have ever wondered what on-line information networks are all about, don't miss this one.

In January Greg Williams and Chuck Baughman will demo SpartaDos and the new Atari 551XF disk drive. After the demo, we will raffle off the Sparta Dos package.

Please don't forget that nominations will be taken from the floor for next year's officers.

That's it for this month. I want to wish everyone a Happy Thanksgiving. See you at the meeting.



Michigan Atari Computer Enthusiast members receive the Michigan Atari Magazine, a monthly magazine keeping them informed of what is new in MACE and the whole Atari community, as part of the \$20 yearly dues. Those members who do not wish to receive MAM may opt for the \$12/year dues which does not include MAM.

Members are also entitled to purchase disks from the 8bit and ST public domain software libraries. Eight-bit disks are \$3 and the ST disks are \$4 each. The most important benefit you receive is the help and support from (and interaction with) other Atari owners. If you're having a problem, need advice about a software package or whatever, your fellow MACE officers can and will help.

If you contribute an article which is published in MAM, you are entitled to a free disk from one of the club's libraries. Mace can be contacted at PO Box 2785, Southfield, MI 48037 or by calling Bill Rayl at (313) 973-8825 or Bob Retelle at (313) 483-2114.

The October general meeting of MACE was held on Tuesday, October 17, at the Southfield Civic Center. Meeting Coordinator Bob Retelle called things to order at 7:45 p.m. by attempting to introduce the current "new" officers who were elected at last month's meeting. (Sharie and Heather wasted no time scrambling out the door! You'd think they were shy, huh?)

President Bill Rayl announced the discussion was going to revolve around club business, in an effort to get feedback from the members about what they'd like to see from the club in the coming year. Bill and BobR discussed "What's New" in Atari-land. The "Presidential Conference" on CompuServe was not as wonderful as we were lead to believe it would be. The ABAQ/Transputer/Atari Work Station is now being marketed in Europe. AtariWriter 80 is "almost done."

Bob took an informal survey of the members to see how many people own/use 8bit vs. ST equipment. Approximately 95% indicated using 8bits, while approx. 60% indicated ST.

Member Chuck Macek pleaded with the members to make use of the survey form that appears in the October issue of MAM. It is a great way to get our wishes made known in Sunnyvale.

There was a proposal to re-design the membership dues rate structure, allowing for members to get a reduced rate if they choose *not* to get MAM. The suggested rate of \$12/year w/out MAM and \$20/year w/ MAM was approved overwhelmingly. There was also a discussion about whether MAM should continue to be mailed or delivered to members at the meetings. The members chose to continue receiving the magazine by mail.

Benjamin Bartels demonstrated "some of his older stuff..." programs on the XL, including a 3-D graphics display complete with editor. Pattie Snyder-Rayl demonstrated Pinball Wizard, and showed how to use its construction set.

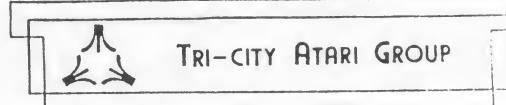
### Presidentially Speaking

Howdy, MACE members! Well, I got through my first general meeting as your newly-elected president without any major hitches. As those of you who attended the meeting know, the new officers opened up the meeting for discussion and planning of what you would like the club to do for you. For those of you who missed the meeting — shame on you!

Beginning with the November 15th meeting, the meetings will open with Bob Retelle and myself leading a discussion on the previous month's milestones in Ataridom. This will be followed by a short introduction of the night's topic. Then, the room will be divided into smaller "sigs" where various discussions of the topic can be better handled in some depth.

For the November meeting, we will focus on Desktop Publishing/Text programs. We'll be demonstrating MagniPrint II+ from Alpha Systems and, hopefully, NewsRoom or NewsStation. On the ST, Publishing Partner and Timework's Publisher ST will be the feature attraction, with Migraph's EasyDraw and SPAT from Irata Verlag.

So, if you're a MACE member, don't miss this meeting; it promises to be filled with all kinds of information. If you aren't a MACE member, stop in and see what we're all about! Bill Rayl



### TRI-CITY ATARI GROUP

The Tri-City Atari Users Group meets the first Saturday before the 18th of every month at 2 pm at the Rudy Zauel Memorial Library on the corner of Shattuck and Center in Saginaw. Upcoming meetings are scheduled as follows: November 12, & December 17, 1988. Club dues are \$20 per year. For this fee you get the Michigan Atari Magazine, support for both the 8bits and ST's, and full access to the clubs public domain library. We currently have 150 8bit disks and 70 ST disks. 8bit disks cost \$1 each, and ST disks cost \$2 each. Check your mailing label. If you need to renew or you haven't even joined yet, then do it now!

### Letter from the Prez

Attendance was up at the October meeting! We had a great turn out, and everybody seemed to have a good time! I'm headed down to the first MAM meeting (a gathering of all the clubs) on October 22nd, so look for a report in the next issue. Remember, if you've got any suggestions speak out at the meeting! We're willing to try anything (well, almost anything)! Hope to see everybody at the November meeting. NOTE: There will a raffle for both the ST and the 8bit at the November meeting!!

### STill to Come!

So you want to get into desktop publishing? You want to turn out fantastic ad copy and earn *lots* of money? Then come to the November TAG meeting. We'll be demoing the latest and greatest desktop publishing packages. For the ST, LeRoy Valley will be demoing Timeworks Publisher. This package really outshines Publishing Partner, and coupled with G+Plus, it's dynamite! TAG is purchasing Migraph's ScanArt, especially for demoing AND raffling off at this meeting. On the 8bit side, Ted Beauchamp will be demoing NewsRoom by Springboard. TAG is also purchasing this little gem, and it will be raffled off at the meeting! That's it for this month...show up and have some fun!

### RelicST to Relish!

This month's theme was games, and games were seen in abundance! Al Jennings started out by demoing Moon Patrol, a new release for the ST put out by Atari themselves. This version of Moon Patrol is sooo good that you'd swear it was the original! No kidding!! Mike Ranger followed Al with a demo of Typhoon Thomson by Broderbund Software. This game is a delight to the eyes! The game is designed such that both adventurers and araders alike will fall in love with it! The graphics are so finely detailed that when the hero goes under water, he fades from sight gradually, then gradually reappears as you bring him up! Neil Demo finished up this month's meeting with a demo of Jet ST, the latest product out from SubLogic. Styled after Flight Simulator, it even allows you to use Flight Simulator Scenery disks! The big difference is that you are now flying a Jet (as opposed to a Cessna) and you can engage in dog fights, and air attacks.

8bit Equipment Volunteers for September:

Ted Beauchamp, 800 XL & Disk Drive; Nelson Greene, Monitor

ST Equipment Volunteers for September:

Marty Schmidt, 1040 ST & Hard Drive; Steve Volker, Monochrome Monitor; LeRoy Valley, HP DeskJet printer.



The next Meeting of the Washtenaw Atari Users Group will be held on November 8th. The feature topic will be CAD/CAM software. WAUG meets at 7:30 p.m. on the second Tuesday of each month at State Street Computer in Ann Arbor (State St., between E. William and Liberty).

#### **General Meeting, 10/11/88 by Mike Olin, Sec'y**

Jon Brode called the meeting to order at 7:45pm, announcing the topic for the evening would be Emulators. Jon introduced Eric Tobler of Lightening Bolt Computers, who continued last month's demo on Magic Sac, and also discussed the Spectre 128 system for Mac emulation on the ST.

Vice President Howard Chu announced he has been researching the possibility of relocating the meeting place to a building on campus, and has found it is feasible for WAUG to become an officially sponsored organization of Uof M. Further discussion will continue at the November meeting which will still be held at State Street Computer.

ST Librarian Russ Crum announced that his efforts to reorganize the library are nearly complete, and that the catalog disk is now available. It includes a newly written catalog program and is available to members for \$2. Members will be able to

exchange the disk for future updates at no charge. There are now 101 different disk selections in the library.

8Bit Librarian Mike Millage announced a bundle special of PrintShop icons. Treasurer Dick Selke gave a review of the club financial status for the months of June, July, August and September. Dick also presented member Harry Price with a certificate for his support of the club libraries in the past year. Congratulations Harry!

Mike Pieronek demonstrated the set-up and configuration techniques used in installation of PC-Ditto, and noted that his tests with various speed checking utilities show that this system runs at about 1/3 the speed of a stock XT. Mike also discussed the supposed release of 10 MHz PC clone boards in Germany.

Bill Rayl demonstrated GOE, the "ST Jr" system for the 8bits. It is surprisingly ST-like, and will be very efficient when it becomes available on cartridge.

Jon announced that the CAD/CAM November 8th meeting is being held at the normal time in spite of it being National Elections Night and asked for demonstrators to show anything that deals with the night's topic. Jon also announced upcoming Programming Contests to the (tongue-in-cheek) "highly enthusiastic membership."

## **ASK TIM by Tim Sharpe**

This month I begin a new column devoted to answering questions concerning Atari computers. If you have a question, write to CACE in care of myself and I will try to squeeze it into the column. This month, I'll answer some of the most common questions people have about Atari computers.

**Why is the Atari 810 disk drive so large?** This is a mysterious phenomenon indeed. To find the answer I contacted a few Atari insiders and they told me the shocking truth: the 810 was originally designed to run on diesel fuel! Atari's reliable old clunker was supposed to have an engine under the hood; but it seems the 810 couldn't meet the government's minimum fuel consumption requirements for disk drives (10,000 sectors per gallon), and there was also a problem with the exhaust system. It's a pity the "Diesel 810" didn't work out -- it probably would have run quieter.

**Where did the terms bit, nybble and byte come from?** These terms originated during the early years of computing, when computers were very large and occupied several rooms. Programmers in these days had to cope with the problem of transporting data from one room to another. The data consisted of 1's and 0's (i.e., binary language), and each of these numbers was written onto separate pieces of paper for easy reading. These papers were packed into saddle bags and placed on a horse; a programmer would then mount up and ride off to the next room. In the interest of maximum efficiency, more and more papers were bundled together and placed on the horse. Soon, however, it was discovered that there was a limit to how much the horse could carry on its back. So that more information could be processed, the horse's bit was removed and replaced with one of these papers, which, when rolled up, resembled an actual horse bit. And so it was that a binary number became a "bit." When more of these "bits" were placed in the horse's mouth (in the interest of efficiency), the horse began to react to their presence. When four bits were placed in its mouth, the horse would begin to "nibble" on them. The horse tolerated up to seven bits in its mouth at one time, but at eight bits it would protest and try to "bite" the hand that was stuffing its mouth. The i's in these words were eventually replaced with y's to avoid confusion. So nibble became "nybble" and bite became "byte". A computer phrase also came into being as a result of all this. Since horses aren't potty-trained, there were plenty of messes for the programmers to clean up. Gradually the phrase "deposit a value at a location" worked its way into the programmer's vocabulary.

**Are the sixteen-bit Ataris better than the eight-bit Ataris, or vice-versa?** This has indeed been a controversial issue. I say "been" because I have conducted a fair and impartial test of my own and have found the answer. Since I own both an Atari 800 and a 520 ST, it was quite easy to determine which was "better." I gave each machine three tests and have listed each test and the corresponding result below:

**The Water Test:** It is a well-known fact that bad computers sink when immersed in water, and likewise good computers float. I filled a bathtub with water and placed both the 800 and the 520 ST in it. Results: The ST went straight to the bottom. The 800 was buoyant beyond belief, and the cartridge hatch provided ample room for a rubber duckie. Chalk one up for the eight-bits.

**The Punt Test:** An important feature of any computer is its ability to be kicked long distances. This action is necessary after running a difficult program or encountering a zillion bugs in a program you wrote and thought would work the first time. It relieves tension and lets you live a longer life. Results: Both computers weighed roughly the same and could be kicked with about the same force. However, since the ST is built much like an airplane wing, it flew three times the distance the 800 did. (The mouse acted like the tail of a kite and steadied the ST in flight.) Chalk one up for the sixteen-bits.

**The 100 Meter Freefall:** Crucial to any computer is its ability to be dropped. Accidents happen. Results: After finding a particularly nasty precipice, I dropped both computers simultaneously. Both shattered spectacularly. This one was a tie.

I have come to the conclusion that both machines have their own unique advantages and disadvantages, and that either machine is preferable to the typewriter I'm typing this on.

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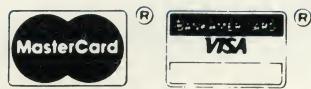
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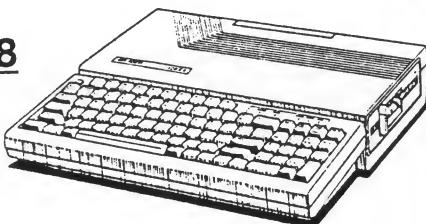
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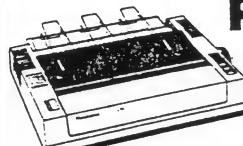
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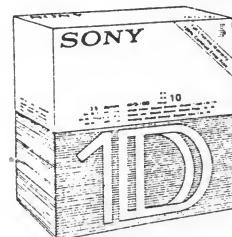
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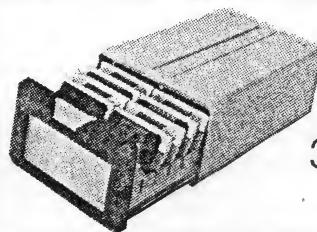
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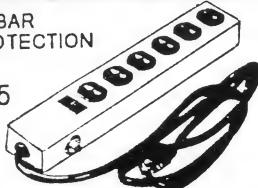
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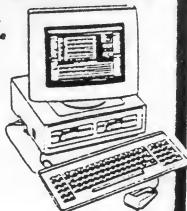
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